Wizardry®

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基本ルールブック

安田均とグループSNE

SIR-TECH SOFTWARE INC.

ASCII CORPORATION

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1. About Wizardry RPG

1.0 About Wizardry

No doubt many people are familiar with or have played the computer game Wizardry. First released in America in 1981, Wizardry has since become a global hit and is now on the fourth game of the series. Even here in Japan, Wizardry has been ported to most domestic consoles and has even just been released on the Famicom.
The quality of the games themselves of course is a major contributing factor to their popularity, but another draw of the games is in how well they translate the spirit of the tabletop roleplaying game (TTRPG) to a computer game format and it is this which lends Wizardry such an addictive quality and appeal that few games possess.
It must be noted, however, that the role playing game genre originates in board games and as such is something with a deeper history than the computer game. While many of its aspects have been brought successfully across the two mediums, so too have many been left behind. In the case of Wizardry, these elements of the role playing game as of yet unrealised in the computer game format will surely be incorporated bit-by-bit into future entries in the series over time, but what if there were a way to bring the role playing game to Wizardry now and in full? It is this idea which has led to the creation of this game: realised, in a way, by reversing the direction Wizardry has taken until now as we make not a computer game from the principles of the TTRPG, but rather make an TTRPG out of a computer game.
We have retained all of the core elements of Wizardry to the extent that you will be able to recreate your character from the computer game within this game (provided their level isn't too high…). With that said, however, change in medium must carry with it some inherent differences to the gameplay. Perhaps we ought to start with the question of 'what is a tabletop roleplaying game?'
As the name suggests, the act of roleplaying is to act out the part of an imaginary character in an imaginary setting. When playing the game, the player is not acting as themselves but as the character they have created: often enjoying an adventure in a fantasy or sci-fi setting very different from our own reality.
If, when playing Wizardry, you've ever tried to imagine yourself as your character and act out what you think your character would do, you will definitely enjoy playing a TTRPG. Of course, many people who play Wizardry don't really do so while trying to get into the mind of their character and a reason for this is that the computer game character simply can't do the things that we want them to due to the constraints of the format. However much you might wish you could have an arm wrestling match with someone in the town, the game won't accommodate for that. Nor will it allow you to hurl insults after monsters as they flee from you in battle and nor will it allow you to spend your hard-earned gold on building a laboratory in a cave and hiring people to participate in magical experiments. Fundamentally the computer game largely revolves around fighting monsters, buying gear in town, fighting stronger monsters and then finally defeating the boss of the monsters. This is, of course, a highly enjoyable structure and accruing hundreds of levels in Wizardry brings no shortage of satisfaction to the player, but it is something of a solitary enjoyment in accordance with the single-player nature of computer RPGs. TTRPGs, on the other hand, are a social game built on the creative input from both the players and the game master (who manages the flow of the game) and thus provide a very different form of entertainment from the computer game.

1.1 Playing An RPG

Playing Wizardry RPG requires a Wizardry Master (also called the game master or GM) and a number of players (between 1～6 as standard). The game master acts as a sort of 'god' to the fantasy world of the game and controls everything that goes on in it such as major world events and the actions of monsters the players encounter. The singular goal of the GM is to create an enjoyable game for the players and to this end the GM is free to do anything he likes with the game; even the rules outlined in this book may be viewed as something to be observed in some instances and broken in others as the GM sees fit.
For the players, on the other hand, the rules must be strictly adhered to. While player characters have great freedom of action, it is a freedom that is confined to the rules of the game and any player willfully trying to break the rules ought to be penalised by the GM (though best not to let people who refuse to follow the rules play in first place). The rules of the game are decided by the game master (based on the ones detailed in this book to whatever extent the game master chooses).

Now, let's get to the game in action. The rules will be explained in detail later, but for now regard the following exchange as an example of typical gameplay flow.

GM: "The corridor continues on straight ahead of you. You see a door to your right."
Thief: "I put my ear to the door and see if I can hear anything."
GM: (rolls some dice) "You hear the sounds of movement on the other side of the door. Whatever it is, there's more than one of them."
Thief: "Sounds like there's something on the other side of the door. What do we do?"
Fighter: "Let's attack. It's not like we have any other options."
Priest: "Right then. Let's go in."
GM: "Opening the door, you see three giant insect-like monsters. They scurry to attack you."
The player characters defeat the monsters in the ensuing battle, but incur some wounds in doing so.
Priest: "I cast LATUMAPIC."
GM: "The monsters were Giant Spiders. The room is a dead end, but on the far side from the door there is a treasure chest."
Thief: "I check for traps."
GM: "What's your disarm rate?"
Thief: "62%."
GM: (rolls some dice) "You believe it's a Poison Needle trap."
Priest: "I cast CALFO."
GM: (rolls some more dice) "You also think you're looking at a Poison Needle trap."
Thief: "I'm going to try to disarm the trap. Of course, disarming for a Poison Needle trap."
GM: "62%, right?" (rolls dice) "A success. Inside the chest are 40 gold pieces and a short sword."
Fighter: "We'll give it to the Mage to carry. We won't use the sword for now, we'll just bring it back to town."
GM: "*If* you make it back to town… anyway, what will you do now?"
Priest: "The room is a dead end, you said? Well, it seems all we can do is head further down the corridor."
Thief: "Before that, I want to check the room carefully. There could be a hidden door."
GM: (rolls dice) "Doesn't look like it."
Priest: "Well then, we leave the room and proceed down the corridor."

And so the game proceeds in this fashion. When the players want to do something, they vocalise what it is they want to do and then the GM addresses that action. If more than one outcome is possible, dice are rolled to determine what happens.

You probably have the gist of how a TTRPG is played at this point, but it bears reiterating that the rules in this book are merely guidelines and the true arbiter of the rules is the game master. While the rules in this book are written for consultation by the GM, players are free to read them too provided they have the GM's permission. Typically, players will be allowed to freely read from chapter 1 (About Wizardry) to chapter 5 (Items).

1.2 Using the Dice

In Wizardry RPG, different kinds of dice are used depending on the situation. The most commonly rolled dice will be the 20-sided dice which are used to represent a number between 1~100 (D100). No doubt you may be asking how two twenty-sided dice can produce a number between 1 and 100, so let us offer an explanation. One of the dice is rolled to produce the 'ones' digit and the other the 'tens' digit. The dice are of different colours, so decide in advance which will be used for which and ignore the first (the 'tens') number on each dice result. Imagining a result of 17 on the first die and 19 on the second, we ignore the first number (1) on each of the dice and so have a result of 79.
In the case of 6 (06) and 14, the result is 64.
In the case of 20 and 4, however, the result is 04.
18 and 10 produce a result of 80.
If the result is 00 (so either two 10's, two 20's or a 10 and a 20) then the result should be taken as 100.
Included in this game set, in addition to the 20-sided dice, are a 6-sided die and an 8-sided die. They can all of course be used as is for D20, D6 and D8 rolls, but, as with the above example of the twenty-sided dice, they can also be used to calculate D3, D4 and D10 rolls. For a D3, roll the D6 and half the result (1 or 2 = 1, 3 or 4 = 2, 5 or 6 = 3). A D8 can be used in the same way to roll a D4 dice. For the D10, roll one D20 and ignore the 10's digit (a result of 10 or 20 should be considered to be 10).
Sometimes you might see a number before the 'D' which indicates the type of die to be rolled. This number indicates the number of that type of dice which are to be rolled. If you see '3D6', for example, that means you should roll the six-sided die (the D6) three times and total the result. In the case of '2d100' you'll have to roll each of the d20 dice twice each, calculate the d100 result each time, and add up the result.
If this book instructs you simply to roll the dice to determine the result of something, assuming it is referring to the default die which is the D100 (simulated by the two D20's). You are also, in reading this book, very frequently going to encounter the term 'check'. The meaning of this term is to roll a d100 and compare the result against a specific statistical score possessed by your character multiplied by a number based on how difficult the task or challenge is. For example, an 'agility x3 check' means you will roll a d100 and compare the result to your character's agility score multiplied by three with a result on the d100 less than or equal to that number meaning you have produced some kind of favourable result such as succeeding in an attempt to do something, dodged an attack or resist a harmful magical spell. Conversely, rolling a D100 result higher than your statistical score represents failure and means that something bad will happen, or else that something beneficial will not occur. Whenever a statistical score check is made, **a result of 1~10 on the D100 is ALWAYS a success and a result of 91~100 is ALWAYS a failure.**

Rolling dice to determine outcomes is a very important aspect of TTRPG gameplay so let's address who should be rolling them and when in more detail.
Let's suppose, in playing the game, the players encounter a room and want to check if there's a hidden door. In this situation, we would use intelligence as the statistic against which the d100 check is to be made and have the requirement for success be to roll less than or equal to the character's intelligence score multiplied by a number (between 1~5, typically) representative of how difficult finding the door would be (based on how well hidden it is). Now, what if the Game Master were to tell the player the difficulty multiplier being applied to finding this door? The player rolls their dice, knowing exactly the number they require to succeed and can see for themselves whether they have done so or not with a quick glance at the results.
This leads to four possible outcomes:

1. The player succeeds on the check and in doing so finds a hidden room.
2. The player succeeds on the check but, alas, there was no hidden room to find.
3. There was a hidden room but the player fails on their check to find it.
4. The player fails on the check to find a hidden room but there was no hidden room in the first place.

In the case of number 1., no problem arises from leaving the dice roll to the player.
In the case of number 2., the player now knows with certainty that there is no hidden door in the room.
In the case of 3. and 4., the player knows that they have failed the dice roll and will keep rolling again and again until they succeed.
A 'hidden door' is so called because we don't know if it is really there or not (otherwise there's nothing 'hidden' about it). If the player gets a good result on the dice and finds a hidden door then all is well, but players should not be given information which allows them to differentiate between the room having a hidden door and their character being unable to find it and the room not having a hidden door. In other words, the player should not be able to distinguish between outcomes 2., 3. and 4. To this end, statistic score checks of this nature are made not by the player but by the GM with the dice result visible only to the GM.
Let's consider a different situation in which the players are proceeding down a corridor which has a hidden door halfway down. The difficulty in finding the door can be modified by the circumstances. If, for example, one of the players announces that he is carefully searching for a hidden door as he goes down the corridor, then a check against Intelligence x5 would be fair. If nobody says anything and the characters are simply walking down the corridor, a check against Intelligence x2 to happen to notice the door would be appropriate. Suppose then, that the players are simply walking down the corridor when the GM announces "make a check against intelligence x2." Success or failure, the players now know that there is something hidden. So what if the GM doesn't say anything? Well, if the GM takes the uncharacteristic action of suddenly rolling his dice as the players are walking down the corridor, that also plants very firmly the idea that there is something special about the corridor and might invite the players to start trying to discover what it is. So, what is the GM to do? Firstly, and as previously mentioned, always roll the dice keeping the results secret from the players. Secondly, throw off the players by getting into the habit of rolling the dice all the time whether there's a reason to do so or not.
Of course, it isn't necessary for the GM to roll all the dice all the time. PCs (player characters) should roll the dice for attack in combat, and the dice to try to avoid the effects of things like poison, paralysis and petrify. They should also roll to try to avoid or reduce the effects of offensive spells used against them.

Generally speaking, the following types of rolls should be made by players: vitality rolls to avoid the effects of attacks imbued with a special property (like poison); intelligence or piety rolls to avoid hostile magic; luck rolls to avoid breath attacks.
Players should also make any rolls involved in the creation of their characters.
The rule of thumb in deciding who rolls the dice is to use common sense. If the GM wants to keep the effects of failing a dice roll from the player or else wants to hide the level of difficulty of a check from the player, the roll should be made secretly by the GM.

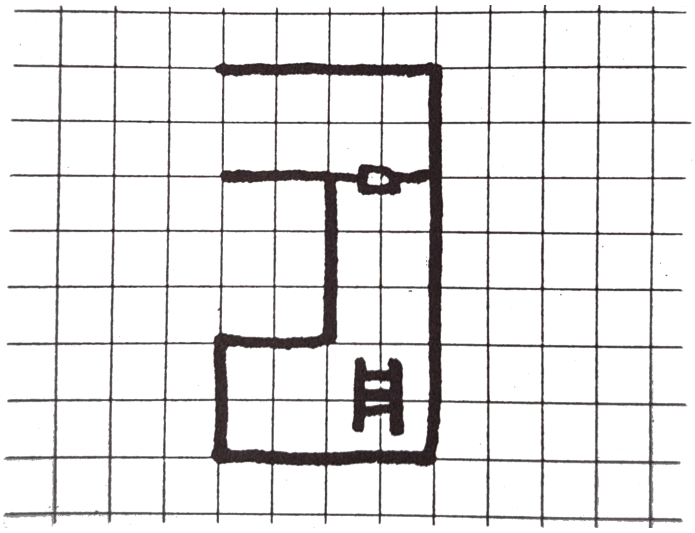
1.3 Progressing the Game

What follows is a brief outline of how a TRPG game should be advanced aimed at new players and specifically aspiring game masters new to the format. Each point shall be addressed in more detail in later chapters, but for now let's have a quick step-by-step look at the way a game should start and progress.

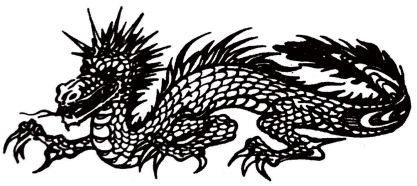
1. Create the setting: the background for the world, its current state, its geography and the people who inhabit it. You're not obliged to base your world on a pre-made setting or scenario (such as the Proving Grounds of the Mad Overlord scenario included in this set), you're free to create a wholly original story and setting (though be aware that it will likely require a large time investment). For the purpose of this explanation, we'll be looking at the pre-made scenario 'Explore the Underground Labyrinth and Recover the Lost Crown of Legend.'
2. Make the PCs (player characters).
   The PCs are the avatars for the players and there isn't going to be a game without them. Regard chapter 2 for details on making PCs.
3. Give the players their goal.
   With the PCs made the game can start, but there has to be some kind of goal for them to work towards. Give them an explanation of the background of the setting, the location of the dungeon they'll be tackling and what their motivation is for doing so (to recover the lost crown). You could try an approach without a direct goal from the get-go and instead feed your players little-by-little information which hints at a greater story and purpose for the PCs, but this approach isn't recommended for a beginner GM as there's the risk that the players might find themselves lost and unsure how to proceed. For your first game at the very least, it's best to start off with a goal in mind.
4. Set the scene for the players.
   For more experienced players, getting to the dungeon could be an adventure in itself; meeting all kinds of NPCs (intelligent characters other than the players who are usually not violently hostile to them) and traversing all sorts of places along the way. For new players though, it's best to skip to the dungeon and start the game proper there. The GM should explain the place in which they find themselves in detail: "You are about halfway up the mountain when the entrance to the labyrinth comes into sight. The surrounding area is barren and there's no indication of the presence of any living creatures."
5. Ask the players how they mean to proceed.
   After having detailed the situation the PCs find themselves in to the players, the players should tell the GM what their characters do. In a TTRPG, the actions vocalised by the players are the actions the characters then immediately take. It's not permitted for players to try to take back their actions or say "I didn't really mean it." If a player says "I pick up the rock." then their character picks up the rock, even if it turns out to have actually been a bomb disguised as a rock.

With this in mind, we should expect the response from the players to be “We head into the labyrinth.”

6. Respond to the players actions.
   Whenever the players say that they do something, the GM has to decide the result of that action and communicate it to the player. If multiple outcomes are possible, leave it to the dice.
   “Entering the mouth of the cave, you realise that the walls are lined with a moss-like substance which emits just enough light to see by. The path ahead of you forks immediately, with one path leading north and the other west. The western path terminates in a door some distance ahead of you.”
   In the interest of atmosphere and to the practical end of knowing their location, the players should map their location on graph paper. The GM may draw the map for the players instead if it’s a particularly hard to understand location.



7. Further actions are taken by players.
   Repeat steps 5. and 6.
   “We advance to the west and open the door.”
   “The door opens into a small room. From within the room, a jelly-like monster suddenly emerges and attacks you.”
   Combat is an important aspect of the game and must be fully understood in order to play properly. The mechanics are detailed in chapter 3.
8. Finishing the game.
   After several arduous battles, the PCs successfully find the lost crown and make it back to town. The GM calculates the experience points the PCs have earned and distributes them, allowing the PCs to increase their level. The PCs have grown more powerful- but what new threats await them in their next adventure?



2. Player Characters

2.0 What Are Characters?

Characters are the vessels through which the players interact with and enjoy the fantasy world: controlling their actions and speaking through them.
In the world of Wizardry, an adventuring party consists of six characters.
If you have less players than characters, some or all players should make multiple characters until there are a total of six.
It is suggested that, in the event of one player controlling multiple characters, they have one 'main' character which they voice and primarily use as their representation in the game while any additional characters are moved around in a more minimalistic fashion. That's not to say these additional characters are there to lay down their lives for the benefit of the 'main' ones and the game master should take over such characters if it looks like a player is trying to sacrifice one of them so their favoured character can get away: they may not have the favour of their creator but they are presumably also not suicidal.

2.1 Character Creation

The first thing that has to be done upon starting the game is for the players to make their characters.
This section will guide players through that process in the following order.

1. Choosing the character's name.
2. Choosing the character's race.
3. Choosing the character's sex.
4. Choosing the character's alignment.
5. Determining the character's statistic scores.
6. Choosing the character's class.
7. Determining the character's HP.
8. Determining the amount of gold the character possesses.
9. Purchasing items.

A. Name

Fill in your character's name on the character sheet in the (A) section on the character sheet. You are free to choose any name you like in naming your character. Changing name at a later point is also permitted; perhaps to a nickname derived from some deed they accomplish.

B. Race

In the world of Wizardry, there are five races of intelligent creatures who have the capacity to become player characters. Each race has different statistic scores, so you should think carefully about which one you choose. Write your character's race in the (B) section on the character sheet. Your character's race, once decided, cannot be changed.

I. Human

Humans are generally self-serving, materialistic and inclined to act as they please. They believe themselves to be masters of the world and this outlook leaves little room in their lives for devotion to a greater power. It is consequently hard for humans to become classes which rely on piety and faith in gods. Humans have low starting stats but a high growth potential. Given time, a human can outpace other races who start out stronger.

Base Statistics: Strength 8, Intelligence 8, Piety 5, Vitality 8, Agility 8, Luck 9

Stat Growth Bonus (+5%): Strength, Intelligence, Vitality, Agility, Luck

II. Elf

Elves are of a slight build and are known for their distinctive pointy ears and intellectual nature. Their high faith and intelligence means that using magic comes far more easily to them than it does to other races. Elves are also naturally agile and highly adept at using a bow and arrow. They are, however, physically weaker than humans and not a race favoured by fortune. Despite these flaws, when you want a mage or a cleric on your side an Elf is usually the best one for the job.

Base Statistics: Strength 7, Intelligence 10, Piety 10, Vitality 6, Agility 9, Luck 6

Stat Growth Bonus (5%): Intelligence, Piety

III. Dwarf

Dwarves are defined by their hardiness. Their stout frames don't lend themselves to feats of agility and they have poor luck, but are carried through any kind of adversity by their great strength and vitality. While their intelligence is nothing special, their high piety means that they are well suited to being priests. Even low level dwarves are hard to put down due to their high HP.

Base Statistics: Strength 10, Intelligence 7, Piety 10, Vitality 10, Agility 5, Luck 6
Stat Growth Bonus (5%): Strength, Piety

IV. Gnome

A diminutive sprite common throughout the world. Like dwarves they have high piety, and their nimble frame makes them highly agile. They aren't particularly lacking in any aspect so have the potential to fulfil any role.

Base Statistics: Strength 7, Intelligence 7, Piety 10, Vitality 8, Agility 10, Luck 10

Stat Growth Bonus (5%): Piety, Agility

V. Hobbit

Hobbits are a carefree race who live for drinking and merrymaking. Their physical strength and vitality is poor and they aren't great at magic either, but they possess high agility and an incredible amount of luck which means they have the potential to become superb thieves.

Base Statistics: Strength 5, Intelligence 7, Piety 7, Vitality 6, Agility 10, Luck 15

Stat Growth Bonus (5%): Agility, Luck

C. Sex

Typically, a player should make a character of the same sex as themselves, but it is permitted to make one of the opposite sex if you want to. When you have decided on your character's sex, write it in the (C) section on the character sheet.

Male characters receive +1 Vitality
Female characters receive +1 Agility

D. Alignment

Alignment is a representation of a character's general ethical outlook and governs their actions in any given situation. There are three alignments; good, evil and neutral. Alignment's most obvious gameplay function is in determining what classes are available to your character. Some classes may only be selected by characters of a certain alignment. Additionally, a party may not contain both good and evil characters (though an exception may be made for NPCs temporarily travelling with the party).

Good characters are loyal and chivalrous. They would never betray an ally or perform any other deceitful or unscrupulous actions. They protect the weak and stand up to injustice. Evil characters have unwavering loyalty only to themselves. They'll do what's best for their own ends and don't really care what happens to other people along the way. Neutral characters fall in the middle and tend to approach things pragmatically on a case-by-case basis.
A character may not act in a way that is in stark contrast to their decided alignment. A good character will not leave their allies to die to save their own skin and an evil character will not altruistically risk their own safety to help someone in need for no tangible benefit. If a player wants to do something outside their character's alignment, the GM should first warn them about it. If they persist, then they should lose experience points (normally, only a single level's worth) as a penalty.
NPCs also react differently to players in accordance with their alignment. A good aligned NPC will be friendly and helpful towards good aligned PCs whereas an evil NPC would have a far from positive opinion of them.
Alignment also has an interaction with equipment. In the world, there is some magical equipment which can only be used by people of a certain alignment, for example.
When you have decided on your character's alignment, write it in (D) section on the character sheet.

E. Statistics

Statistics are a numerical representation of a character's individual attributes.
The six statistics are strength, intelligence, piety, vitality, agility and luck.
A single statistic can never exceed 18 for any reason and each has a minimum value of 3. If a character has any of their scores reduced to two or less for any reason they die and cannot be resurrected.

At the time of character creation, roll a d6+5. These are your bonus points and can be assigned freely to add to and increase the base statistics determined by your race (to a maximum value of 18, of course). If, on the d6, you roll a one, retain the one and roll the die a second time.
For example, if your first roll is a one, then your bonus points will be 1+5+d6.
Repeat this process as many times as you get a result of one. For example, if the second roll is also a one your bonus points become 1+1+5+d6.
The classes available to your character are determined by your stats. To be a mage, for example, you must have an Intelligence score of at least 11.
A character's bonus points MUST be distributed such that the character meets the requirements for at least one class.
An explanation of each statistic follows.

I. Strength

The strength score reflects how much physical power a character can muster. The more strength one has, the greater one's accuracy and the greater the amount of damage one can deal when using weapons. Additionally, the combined weight of items a character is carrying can be no more than their strength score multiplied by ten. Strength is also used as the measure for whether a character succeeds in things like lifting something extremely heavy or breaking down a locked door.
Modifiers based on your strength score are as follows:

7 or under: -5% accuracy, -1 damage
12～14: +5% accuracy, +1 damage
15～16: +10% accuracy, +2 damage
17: +15% accuracy, +3 damage
18: +20% accuracy, +4 damage

II. Intelligence

Represents how well one can control the natural magical energies of the world utilised by mages (primarily to damage or otherwise hinder their enemies). A high intelligence allows mages to command a higher number of spells, and allows mages and non-mages alike a greater ability to resist harmful magic. Intelligence is also a measure of how well a character can do things such as discover hidden objects, remember complex things and learn new languages.

Modifiers based on your intelligence score are as follows:

12～14: +1 spell uses, +5% spell acquisition rate
15～16: +2 spell uses, +10% spell acquisition rate
17: +2 spell uses, +15% spell acquisition rate
18: +2 spell uses, +20% spell acquisition rate

III. Piety

Represents one's faith in the power of the gods. The magic of priests (primarily used for healing) is a power granted to them by deities so the stronger one's belief, the more attuned one is with that magic in order to both use and defend against it.

Modifiers based on your piety score are as follows:

12～14: +1 spell uses, +5% spell acquisition rate
15～16: +2 spell uses, +10% spell acquisition rate
17: +2 spell uses, +15% spell acquisition rate
18: +2 spell uses, +20% spell acquisition rate

IV. Vitality

Represents one's physical health and fortitude.
The higher your Vitality, the more HP you will have and the better you will be able to resist the effects of poison, paralysis and petrification. A high vitality also means that resurrection magic is more likely to succeed in bringing you back to life should you die.

Modifiers based on your vitality score are as follows:

12～14: +1 HP per level
15～16: +2 HP per level
17～18: +3 HP per level

V. Agility

Represents one's ability to move in a dexterous or subtle manner. Agility is an important deciding factor, alongside luck, in how well one is able to successfully disarm traps and, should a mistake be made and the trap go off, how well one can successfully avoid whatever comes flying out at you. Agility also influences one's accuracy in using bows.

Modifiers based on your agility score are as follows:

7 or under: -5% bow accuracy
12～14: +5% bow accuracy
15～16: +10% bow accuracy
17: +15% bow accuracy
18: +20% bow accuracy

VI. Luck

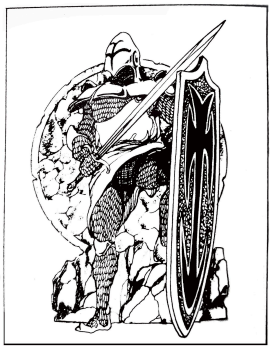
Represents the strength of one's luck.
As previously mentioned, luck has a large influence in determining whether one can successfully disarm or avoid traps. Luck also affects likelihood of avoiding things such as breath attacks. Generally success or failure in things not falling under any other statistic are determined by one's luck.

Once you have determined your statistical scores, write the result in the (E) box on the character sheet and the value of your modifiers as determined by those scores in the adjacent column (leave the stat bonuses for now).

F. Classes

Newly created characters choose from one of the four basic classes (fighter, mage, priest, thief) and may change to an advanced class through class change as they develop.

List of Classes



I. Fighter

Requirements: strength of 11 or greater
Stat growth bonus: strength +10%, vitality +5%
HP: 1d6+6, +1d6 on level up

Can use almost all weapons and gains additional attacks as their level increases to further increase their damage output. Fighters also have the highest critical rate among all classes.
Fighters learn no magic so there's no point in placing them anywhere except the front row where they are best positioned to hit the enemy with their weapon of choice.

II. Mage

Requirements: intelligence of 11 or greater
Stat growth bonus: intelligence +10%
HP: 1d3+2, +1d3 on level up

The specialist in intelligence-based magic. Has low HP and can't use most types of weapon or armour so will die in very short order if placed in the front row.
Best have them standing well back and blasting the enemy with magic from range.

III. Priest

Requirements: of good or evil alignment, piety of 11 or greater
Stat growth bonus: piety +10%
HP: 1d6+4, +1d6 on level up

The specialist in piety-based magic. Priests have few restrictions on weapons and armour (but may not use bladed weapons) and a relatively high HP which means they aren't much different from fighters early on. They do not gain extra attacks though and so, especially once their magic has developed with level increases, find their best use in casting healing or protection spells from the back row. Priests have the power to instantly destroy undead from level 1.

IV. Thief

Requirements: of neutral or evil alignment, agility of 11 or greater
Stat growth bonus: agility +10%, luck +5%
HP: 1d4+4, +1d4 on level up

Can only use light armour and weapons, has low HP and doesn't deal much damage in combat. The power of the thief is in their skill in disarming traps. An adventuring party without a thief should probably just give up on opening treasure chests entirely, considering the risk involved in leaving it to inexpert hands. In combat, they can support with a bow from the back row or hide to protect themselves. Their high mobility means they've not got much to fear from enemies without magic or breath attacks.
Thieves can also scout in dungeons to see what threats wait ahead. Considering how deadly a surprise attack on the party can be, you ought to take a thief with you.

V. Samurai

Requirements: 7 levels in another class, of good or neutral alignment,
14 strength, 11 intelligence and 10 vitality
Stat growth bonus: strength +10%, intelligence and vitality +5%
HP: 2d6+4, 1d6 on level up

Though lacking the increased critical hit rate, a samurai is otherwise equal to a fighter in terms of combat prowess except they can also learn mage spells (albeit at a slower rate than a mage).
The downside is that they require more XP to level up (a feature shared among all advanced classes) meaning they may find themselves with low HP due to having less levels relative to the rest of the party in some situations.

VI. Lord

Requirements: 7 levels in another class, of good alignment,
14 strength, 11 piety and 10 vitality
Stat growth bonus: strength +10%, piety and vitality +5%
HP: 2d6+4, 1d6 on level up

As samurai, but learns piety based magic. Can cast dispel from level 7.

VII. Ninja

Requirements: 7 levels in another class, of evil alignment,
15 agility and 15 luck
Stat growth bonus: Dexterity +10%, Luck +10%
HP: 1d4+4, +1d4 on level up

A thief who can engage in combat as well as any fighter. They are slightly worse when it comes to traps than a thief, but have all the thief's other skills such as scouting and hiding and possesses a superior movement ability on top of that. A ninja kills the enemy instantly on a critical hit regardless of that enemy's remaining HP. As their level grows, they learn to walk on walls or on the ceiling and attack from out of the reach of many foes. A ninja also has improved AC if they are unarmoured and fighting with their bare hands: further improving as their level grows. The ninja's weakness is low HP. You're not going to come out well in the event of a surprise attack, especially if the enemy has hard to avoid magic or breath attacks.

VIII. Bishop

Requirements: 5 levels in another class, of good or evil alignment, intelligence and piety both of 11 or greater
Stat growth bonus: intelligence +5%, piety +5%
HP: 1d3+3, +1d3 on level up

Learns both mage and cleric spells and can cast spells a vastly superior number of times relative to mages and clerics: especially spells of a low level. The downside is that they learn spells at a slower rate, a problem further exacerbated by their being an advanced class which requires a high amount of EXP to level up. A bishop gains dispel from level 5 and, uniquely, has the ability to identify magical items and determine their effects.

When you have decided your character's class, write it in the (F) section of your character sheet and fill in the stat growth bonuses in the right hand part of the (E) box (adding the bonus from your class to those from your race).

G. HP

HP (hit points) is a numerical representation of how much damage a character is able to withstand.
If a character's HP is brought to 0, they die.
Roll your character's HP after deciding their class based on the HP section of the class description and their vitality modifier. A warrior with 15 vitality, for example, starts with 1d6+6+2 HP.
Upon levelling up, all HP should be re-rolled to create a new total. If the new total is equal to or less than the previous total, it becomes the previous total +1 (it wouldn't make sense to lose HP on levelling up, would it?). When calculating your new HP, the vitality modifier is based on your vitality score as it is after levelling up.
Write your HP in box (G) on the character sheet.

H. Gold

A freshly created character starts with 2d100+100 gold.
The main uses for gold are as follows:

a. to buy goods, weapons and armour
b. to pay to have dead characters resurrected
c. to have items identified
d. to pay to sleep or rest at an inn
e. to have curses dispelled
f. to hire mercenaries or to buy information.

These various functions are explained in more detail from chapter 4 onward.
You may freely pile or divide starting gold between party members.
When you have determined your gold, please write it in section (H) of the character sheet.

I. Buying starting items

Using your gold total you have just calculated, you are able to purchase items with which you will begin play. You are free to buy whatever you like, but it would obviously be advisable that a frontline combatant such as a fighter begin with a weapon and armour. Please also be aware (and as detailed in chapter 5) that certain types of weapons can be used only by certain classes (a priest cannot use bladed weapons, for example). When you have bought your items, write their names in the (Q) section of the character sheet, alongside the damage of the weapon and the AC reduction of your individual armour pieces. Please also write the weight of each item in the adjacent (R) column.
With regard to armour, note that you may only equip one piece of armour of each type. You are, of course, free to carry as many helmets as you like (as your weight limit allows), but you may only equip one.
Each piece of equipped armour reduces your character's AC and a totally unarmoured character has an AC of 10 (unless they are a ninja, as will be detailed in chapter 2).
After all characters have bought their starting gold, they are free to lend out or pool remaining gold to buy something else.

J. Finishing the Character Sheet

If you've been diligently following along so far, you should've got most of the sheet filled out by now. We'll get the rest of it done now.

First of all, you should write your name in the (V) section of the sheet. It's easier than you might think to lose track of which sheet belongs to who in a big game with multiple characters.

In section (I), you should write the age of your character, which is 16 for a freshly made character. ALL characters start play at 16 and age as the game progresses.

In the (J) section, you should write the name of the area where your character currently lives. This is usually decided by the game master. If you intend to play the Proving Grounds of the Mad Overlord scenario, your character lives in Llylgamyn.

Your accuracy, in the (U) section, is based on the following formula:
(Your level + target's AC) x5 + any accuracy modifiers. Regardless of the target's AC, your chance to hit always has a minimum value of 10%.
A level one warrior with a 10% bonus to accuracy thus has a 65% chance of hitting a foe with 10AC ((1+10)x5+10), a 15% chance of hitting a foe with 0AC ((1+0)x5+10) and a 10% chance of hitting anything with less than 0AC.
Write out your accuracy rating for each of the different AC values so no calculation will be necessary to know if you've hit or not after rolling the d100 when attacking.
After filling out the above, you'll still have languages (S), mage spells (M) and priest spells (P) left, but we'll get to those in a bit.
Feel free to include a picture of your character in the portrait box if you like.

WIZARDRY JOURNAL: Heat

So, what kind of team shall we put together? I suppose the first thing to think about is alignment. We can't have a party without a priest, so that means we'll have to be either good or evil. Let's go with good. Seems like it'd be more fun to fight with justice on our side.

Okay, let's make the fighter first; a man, naturally. We'll call him 'Heat.' He's a fighter, so let's have him be a dwarf. Oh, and we'll make his alignment 'good' (since we want to class change into a Lord at some point down the line).

Okay, how about the bonus points. Let's roll the D6… a one! Great, that means we can roll again. Three. Not bad, I suppose. 5+1+3 leaves us with 9 bonus points in total.

Okay, well, a fighter needs to have at least 11 strength and a dwarf starts with 10, so at least one bonus point has to go there. That leaves us with 8 to play with. Hang on though; thinking about attack damage and accuracy, we really want to have at least 12… no, 15 in strength. Let's take it up to 15. Okay, 4 points left.

Well, we're going to be fighting on the frontline, so we're going to need vitality to not get killed. Let's try to get it up to 12 or ideally 15. Let's see, a dwarf starts with 10 vitality and Heat gets an extra point for being a man so we're already at 11. Thinking about the HP bonuses, we really have to get it to at least 12, but agility is important too. If we can kill the monsters before they get a turn then we won't have to worry about getting hit. Let's see how much agility a dwarf starts with… oh… that's not good at all. Only 5. Okay, I think it's got to be one point in vitality to take it up to 12 and three in agility to take it up to 8.

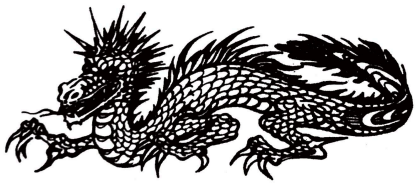
Okay, let's roll his HP then. A fighter starts with 1D6+6, so a quick roll of the D6 and… three. Okay, well, let's factor in the 1 point bonus from his 12 vitality and we've got 6+3+1, leaving us with 10 total. What's next on the character sheet? Class. We've already decided on a fighter.

Okay, how much money has Heat got? Let's roll the D100 twice… 46 and 6. Adding that to 100 leaves us with 152 gold to his name. There's no way I'm going to be able to get a decent weapon and decent armour with that. Hm… the mage isn't going to need any armour or weapons, let's borrow some money… (150 gold is borrowed from the mage, Midori, being concurrently created by another player). Things are looking better with 302 gold. Let's have a long sword for a weapon (25gp, 1d8 damage), chainmail armour (100gp, AC -3), a large shield (40gp, AC -3) and a helm (100gp, AC -1). Only 37 gold left… can't get anything with that. Let's write 37GP on the character sheet. Better write that I owe Midori 150gp as well, can't forget about that.

Okay, just about done. Lets check the charts for the bonuses. He's a dwarf fighter, so that means he gets a 15% to strength growth and a 5% bonus to both vitality and piety. And his AC is 3 (10-3-3-1). Okay, let's calculate his accuracy. Well, he's level 1 with a +10% bonus to strength growth based on his strength statistic, so that means his chance of hitting a 10AC enemy is, let's see, (1+10)x5+10, so 65%. With every 1AC less an enemy has there's a 5% less chance of hitting them, so that means Heat has a 5% chance of hitting a -2AC enemy. Ah, but accuracy can't go lower than 10%, so that means we've a 10% chance of hitting anything with -1AC or less.

All that's left is his age and where he lives. He starts at sixteen years old and I won't know where he lives until I speak to the GM, so I'll have to leave that one for now. Last thing is his EXP total: zero, since we haven't started yet. And with that the character sheet is done for the time being.

And so came about the fighter Heat, and by a similar process so too emerged the fighters Krishna and Big Mountain (Big, for short), the thief Short Leg (known to his friends as Shorty), the priest Midori and the mage Yordna.



Wizardry RPG
CHARACTER SHEET

Statistics (E)		Modifiers		Bonus
		Damage	Accuracy	
STR	15	+2	+10 %	15 %
INT	7	No. of Spells	Acq. Rate %	%
PIE	10	No. of Spells	Acq. Rate %	5 %
VIT	12	HP +1		5 %
AGI	8	Ranged Wpn. Accuracy %		%
LUK	6			%

Character Portrait

Player (V)

Character Name (A): Heat

Race (B): Dwarf

Age (I): 16 Sex (C): Male

Alignment (D): Good

Class (F): Fighter

Home (J): Llylgamyn

Gold (H)

HP (G):	10	AC (K):	3	Level (L):	1

Mage Spells (M)

1. HALITO (/)
MOGREF (/)
KATINO (/)
DUMAPIC (/)
2. DILTO (/)
SOPIC (/)
LITO (/)
DUMAS (/)
TANZIS (/)
LEFIC (/)
3. MAHALITO (/)
MOLITO (/)
4. MORLIS (/)
LAHALITO (/)
DALTO (/)
MALEFIC (/)
HANILIETO (/)
5. MAMORLIS (/)
MADALTO (/)
MAKANITO (/)
6. LAKATINO (/)
HAMAN (/)
ZILWAN (/)
MASOPIC (/)
HANILIKTO (/)
LALEFIC (/)
7. MALOR (/)
MAHAMAN (/)
TILTOWAIT (/)

Priest Spells (P)

1. KALKI (/)
DIOS (/)
BADIOS (/)
MILWA (/)
PORFIC (/)
KATANA (/)
2. MATU (/)
CALFO (/)
MANIFO (/)
TOKI (/)
MONTINO (/)
ELIEMOS (/)
3. LOMILWA (/)
DIALKO (/)
LATUMAPIC (/)
BAMATU (/)
4. DIAL (/)
BADIAL (/)
LATUMOFIS (/)
MAPORFIC (/)
BATOKI (/)
5. DIALMA (/)
BADIALMA (/)
LITOKAN (/)
KANDI (/)
DI (/)
BADI (/)
6. LORTO (/)
MADI (/)
MABADI (/)
LOKTOFEIT (/)
7. MALIKTO (/)
KADORTO (/)
RESETUTO (/)
MADIS (/)

	Item Name and Effect (Q)			Weight (R)
Weapon	Long Sword	Damage:	1d8	3
Armour	Chainmail	AC:	-3	20
Shield	Large Shield	AC:	-3	10
Helmet	Helm	AC:	-1	1
Gauntlet		AC:		

Total Equipment Weight: 34

Languages (S)

Known Languages: Dwarvish / / / /

Experience Points (T): 0

Experience to Level Up:

Enemy AC	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5
Acc. Rate (U)	65	60	55	50	45	40	35	30	25	20	15	10	10	10	10	10

2.2 Character Advancement

A. Experience Points

Characters gain experience by adventuring which increases their levels at certain thresholds. A character must rest in a safe place such as an inn for at least six consecutive hours to gain a level. If a character has accumulated enough EXP, they may gain multiple levels in the span of one rest.

If a monster is defeated, all characters in the party gain an equal amount of EXP at the end of battle as determined by the monster's entry in the rule book (chapter 6) and, unlike the video game, this is not affected by the number of people in the party. If a character kills a goblin, he gets the same amount of EXP whether he killed it by himself or with five other people.
Monsters that flee award no EXP, but monsters which surrender or are dispelled award full EXP.
Characters who end a battle paralysed, petrified or dead receive no EXP.
Characters who have been magically put to sleep receive full EXP (and wake up automatically at the end of battle).

Characters may also receive EXP from completing predetermined objectives (which may sometimes be kept hidden from the players by the game master) such as defeating a powerful monster, retrieving a powerful magical item or rescuing a certain NPC. The game master should decide how much EXP this will be based on the difficulty of the objective, but it should not cause the characters to gain more than one level (giving everyone two or more level ups is far too much EXP; though if the party all have varied levels and EXP totals it may be the case that the lowest level character gains multiple levels).

B. Experience Points and Levels

The amount of EXP required to level up depends on the character's class and current level. Advanced classes require more experience points to level up than do basic classes.
A character may not level up in the middle of a dungeon, they must find a town or village and rest in a safe place (awaking to discover they've attained a new power or ability).
The amount of EXP required to reach a new level increases from level 3 onward to level 11 from which each successive level increase requires a set total of 200,000 EXP.
Once your character gets above level 13, you ought to let them retire and have a new adventurer take their place. When someone gets too strong, dungeon delving becomes something akin to monster butchery rather than a thrilling adventure.
The highest level it is possible to obtain is 20. If you want to play a game at a level higher than 20, you'll have to wait for the Advanced Wizardry RPG or else design the system yourself.

Experience Points per Class per Level

Level	Fighter	Mage	Priest	Thief	Samurai	Lord	Ninja	Bishop
1	0	0	0	0	0	0	0	0
2	1000	1100	1050	900	2100	2200	1800	2000
3	2000	2200	2100	1800	4200	4400	3600	4000
4	4000	4400	4200	3600	8400	8800	7200	8000
5	8000	8800	8400	7200	16,800	17,600	14,400	16,000
6	16,000	17,600	16,800	14,400	33,600	35,200	28,800	32,000
7	32,000	35,200	33,600	28,800	67,200	70,400	57,600	64,000
8	64,000	70,400	67,200	57,600	134,400	140,800	115,200	128,000
9	128,000	140,800	134,400	115,200	268,800	281,600	230,400	256,000
10	256,000	281,600	268,800	230,400	460,000	480,000	430,000	450,000
11	450,000	480,000	460,000	430,000	660,000	680,000	630,000	650,000
12	650,000	680,000	660,000	630,000	860,000	880,000	830,000	850,000
13+	+200,000	+200,000	+200,000	+200,000	+200,000	+200,000	+200,000	+200,000

C. The Effects of Levelling Up

As your character increases in level, they will change in numerous ways as shall be detailed. Please amend the character sheet whenever this happens.

1. Changes to Statistic Scores

When your character levels up, their six statistic scores may increase or decrease.
For each of your statistics, calculate the chance that that score will increase by subtracting your current value from twenty then multiplying that number by five and adding any modifiers.
For example, if you have 15 STR and a +15% modifier to strength growth, your chance of being able to increase your strength score is 40% ((20-15)x5+15).
If you then roll below this number on a D100, the value of that statistic is increased by one.
However, if on the d100 you roll a 91 or higher, the value decreases by one.
If a single value falls to two or below, your character disappears from existence. No way has as of yet been found to recover a character who has befallen this fate, so you too ought to give up on them.
If you successfully roll to increase a statistic which is already at 18, freely increase a different one which is not yet at 18.
When your statistic scores change, remember to adjust all associated modifiers.

2. HP improvement

As a character gains levels, their HP value improves. When your character levels up, re-roll all their HP with a number of dice determined by their new level. If the result is equal to or lower than the previous HP total, it becomes equal to the previous HP total +1.

3. Number of Attacks and Damage Improvement

Certain classes gain increases to their number of attacks and the damage as they level up. Those classes are fighter, samurai, lord and ninja.

Level	1･2	3･4	5･6	7	8･･･13･･･20
Number of Attacks	1	2	3	3	3 2 3
Damage Modifier	0	0	0	+1	+2 +7 +14

The maximum number of attacks is 3. From level 7, instead of gaining more attacks, characters instead gain an increase to their damage with each level applied on top of their damage modifier from their strength score. This damage modifier applies to each attack that hits.
In addition, a character's accuracy and critical hit chance are proportional to their level (regard 3.2 in chapter 3 for details on critical hits) so be sure to **change your character's accuracy on the character sheet after they level up**.

4. Learning New Magic

As characters gain levels, certain classes gain new spells and increase the number of spells they are able to cast. Magic will be detailed in chapter 4.

5. Other changes

Bishops gain Dispel at level 5 and Lords gain Dispel at level 7.
Ninjas gain AC as they increase their level but this increase in AC applies only if they are completely without armour, weapons or any other items.

Level	1	2	3	4	5	6	7	8･･･13･･･20
AC	8	7	6	5	4	3	2	1 -4 -11

Ninjas also gain higher movement ability as they gain levels (see chapter 3.2).

For spellcasting classes, damage dealing magic also has the potential to do more damage as level increases (see chapter 4.4).

D. Level Decrease

Under some circumstances (such as being hit by a monster with Energy Drain, using certain powerful magic or by acting outside your alignment) your character's level may decrease. The effects of a character's level decreasing are outlined below

.

1. Your new EXP total becomes the minimum possible for your new level. If a level 9 fighter were to lose 1 level due to level drain, he would become a level 8 fighter with 64,000 EXP.
2. All HP is rerolled in accordance with your new level total. If your new total equals or exceeds your previous total (before you lost the level), it becomes equal to your previous total -1.
3. Statistic scores do not change nor do not forget any spells you had already learned how to cast. If, as a result of losing a level, the number of times you could cast a known spell of a certain level becomes 0, it instead becomes 1 (+ any modifiers).
4. If a character's level is reduced to less than 1 they are irrevocably erased from existence.

WIZARDRY JOURNAL: Heat

"Hey, can you cast DIOS already? They really carved me up here."

It was a tough fight. Three men in rags suddenly attacked. No party members were killed, but all three of the fighters were injured badly in the fray.

The priest casts DIOS twice before running out of magic, which means Krishna doesn't get healed.

"Let's go back. It'd be crazy to push on like this."

Everyone agrees. Heat and the others take what little spoils they've found and head out as quickly as they can afford to without letting their guards down. Some slimes jump out and attack during the retreat, but the party dispatches them without trouble. They see daylight ahead. It's the exit.

The party spend the night in the inn and take their time to rest. Come morning, Heat feels a power welling inside him far greater than that which he commanded when he started at level 1.

Heat has 15 strength. This gives him a 40% chance of being able to increase his strength score ((20-15)x5=40%). The D100 comes up as 32, so his strength is increased to 16.

His intelligence is 7, leaving him with a (20-7)x5=65% chance of improving his score. This time the die result is 11, so he succeeds again and increases his intelligence to 8.

His chance of increasing piety is 20-10x5+5=55%. The die roll comes out at 61, so his piety score remains at 10.

Next is vitality, of which Heat currently has 12. The chance of improvement is (20-12)x5+5=45%. The die is rolled and… disaster! A 100 on the D100! Heat's vitality is reduced by 1 to 11 and he loses his modifier on vitality.

8 agility gives a 20-8x5=60% chance of improvement. No change with a roll of 84.

6 luck gives a 20-6x5=70% chance of improvement. A result of 59 on the die increases Heat's luck to 7.

Time to reroll Heat's HP. He's a fighter, so his HP is 2d6+6 (having now lost his modifier due to the decrease in vitality score). The dice are rolled. 1 and… 1(!) for a total of 8HP. However, Heat's HP total at level 1 was 10, so his new total can't be lower than that. He ends up with 10+1=11.

Heat is now level 2 and unfortunately he hasn't a great deal to show for it. The area where he ought to have seen the biggest change, HP, has unfortunately only increased by 1 point. Fate hasn't been kind to Heat. On the plus side, he's not far from level 3 which will bring about a big change: an increase in the number of attacks he can perform. One more foray into the dungeon and he'll surely come back ready to level up again. The party priest and mage have increased the number of spells they can use, so on the whole, the party should be stronger even if Heat himself hasn't changed much. The adventure continues.

2.3 Level and Changing Class

Once a character reaches a certain level in a basic class, they are able to change to an advanced class provided they meet the other requirements. Of course, it is also possible to change from a basic class to another basic class; for which there is no level requirement but the other requirements still apply.
A character who wishes to change class and who meets the requirements of the class they wish to change to can do so whenever they're in town by paying a registration fee to the Adventurer's Guild (see chapter 7.3 for details).

When changing class you lose all EXP and become level 1.
You lose three points from each of the six statistics unless this three point decrease would decrease a score to less than the base value of that statistic for your race, in which case it becomes that base value (if you somehow already have a score lower than the base for your race then it remains as is).
Your age and HP value do not change.
Spells known and the number of times you can cast them do not change their base values when you change class, however you may see your modifier decrease if you lose piety/intelligence from changing class. If a level 7 mage changes class to samurai, they can continue to cast spells as a level 7 mage in terms of spells known and number of casts.
As the mage increases in level as a samurai, they can learn new spells which they didn't know already if there are any they're missing as they reach each tier of spell as a samurai.
The number of casts of each spell level uses whichever class has the higher value (mage or samurai).
A level 7 mage can cast level 1 spells four times and level 4 spells once.
A level 9 samurai can cast level 1 spells five times and can't cast level 4 spells.
In the case of a character who reached level 7 as a mage before changing class to samurai and is currently a level 9 samurai, they can cast level 1 spells five times (using the higher value from the samurai class) and level 4 spells once (using the higher value from the mage class).

Characters who change class lose everything else except for their HP and spells known. For that reason, you should think carefully before you change class and whether you want to change class at all rather than sticking with one class.

Some special items grant the ability to change class even if the requirements for that class are not met. What happens to your experience points and ability scores in such a case depends on the item.

WIZARDRY JOURNAL: Krishna

I've finally made it to level 5 and now I'm thinking about class changing from fighter to bishop. It'd been on my mind as a possibility from the start, so I made sure to put points into intelligence. Currently my intelligence and piety are both at 12. Here are my current stats:
STR 14, INT 12, PIE 12, VIT 14, AGI 9, LUK 8. My alignment is 'good' and I'm a dwarf. My HP is 31. Obviously I don't know any magic at present. Although I've just gained enough levels in fighter to get three attacks, I'm prepared to give that up if it means I can gain access to magic- plus, the party has accumulated a lot of items we don't know how to use. We could really use a bishop capable of identifying items.

Midori the priest is against me changing class though. I can't fight on the front line anymore if I become a bishop and so she'd have to do it instead. There's no question the overall power of our party would decrease for a while, but there's a solution on the horizon. Right now we're looking for the legendary Dagger of Thieves and if we manage to find it, we'll be able to have Shorty change class and become a ninja.
We deliberate further, but in the end the decision is made and I choose to become a bishop. I go to the Guild of Bishops (more like a temple) and formally express my intention to become a bishop. There's a short investigation to see if I meet the requirements (I do), and then the class change ceremony begins. I start to feel light headed as an ancient bishop (he must've been about a hundred years old) stares deeply into my eyes and the next thing I know I've forgotten everything I knew about being a fighter. I don't think I could even hold a sword properly now.
My new stats are: STR 11, INT 9, PIE 10, VIT 11, AGI 6, LUK 6. A dwarf's piety and luck have a basic value of 10 and 6 respectively, so my new stats can't go lower than that. My strength is also at the minimum for my race as a dwarf, with the extra +1 I get from being a man.
My HP stays the same at 31 and I take my first foray into the world of magic, learning the spell Katino.

2.4 Aging

Characters age with the passage of time. The game master should have a good idea of what sort of time scale is occurring in game and tell players each time a year has passed.
When a character reaches fifty, they start to feel the effects of aging.
From the age of 50~59, each year when that character's birthday comes they lose one point from a statistic score. Older characters in their sixties or above are affected more frequently.

Roll a d6 to determine which statistic is affected in the order of strength, intelligence, piety, vitality and luck and lose one point as detailed below.

Age 50～59: One point per year
Age 60～69: One point every six months
Age 70～79: One point every three months.
Age 80～89: One point every two months.
Age 90+: One point every month.

All races age at the same rate. The concept of elves and dwarves being long-lived relative to humans is just a myth.
A character for whom any statistical value falls below 3 dies and cannot be revived.

3. Combat

3.0 What Is Combat?

In the world of Wizardry, there are countless monsters lying in wait for the player characters. EXP comes from killing monsters and you can be sure plenty of them will be standing between the player characters and whatever goal they may have, so combat is decidedly one of the most important aspects of the game.

3.1 Going About a Combat Encounter

When the party runs into a group of monsters, this is called an encounter and the game transitions from exploration to combat. Combat may also be initiated from the player side by choosing to attack something (hostile to the party or otherwise).
When an encounter occurs, the game master should perform the following steps.

1. Determine whether a surprise attack has occurred (see 3.4a).
2. Determine the monster's reaction to the party (see 3.4d).
3. Determine whether the party has correctly identified what type of monsters they are fighting (see 3.3e).
4. Place the player characters and then the monsters on the combat sheet.
5. Begin combat.

3.2 The Combat Sheet

Combat takes place on the 3x5 grid of the combat sheet (dungeon version).
The grid is an abstraction of the room in which combat is taking place and so the same grid dimensions are used regardless of the actual size of the room. That being said, once everyone is used to the game it's fine to use a larger grid if you so choose (see chapter 8).
When combat begins, the players place representations of their characters on the lower 3x2 section of the grid. It can be the same order that they were proceeding through the dungeon or they can reorder their characters as they like at this time. Note that the Game Master can subsequently decide to change the position of the party on the grid based on certain circumstances such as a surprise attack from behind which may, for example, see the back row and front row reversed.
Following this, the game master places the monsters on the upper 3x3 section of the grid.
When moving, you cannot move into a space occupied by another character (dead bodies don't count), but you can have two characters in the same space if they find themselves there involuntarily, such as a ninja falling off the ceiling due to a bad roll.
Combat entails a succession of rounds in which each character may act once, the party controlled by the players and the monsters by the game master, in descending order based on who has the highest agility score. Each round lasts (within the world of the game) fifteen seconds. After the round is over, combat ends if, for either the party or the monsters, all members are dead or have run away or surrendered (and that surrender has been accepted), otherwise a new combat round begins.
If two characters have the same agility score, each should roll and the person with the highest result goes first.

At no time, whether it be when placing characters on the grid at the start of combat or during movement in combat, are two characters permitted to occupy the same space on the grid (though with two exceptions: the first concerning ninjas who have failed in trying to perform special movement and the second being the case of flying monsters. See 3.3A and 3.4E). This rule includes characters who are sleeping, paralysed or petrified but does not apply to dead bodies. There are some (usually small) monsters who appear in groups of two monsters per 1x1 space but the same rule applies to them otherwise and no additional creature may enter their space.
3 squares on the combat sheet equates to a distance of about five metres whereas a single square on the dungeon exploration sheet represents a distance of about five metres (hopefully making the scale easier to understand as the 3x3 space on the combat grid the monsters occupy roughly equates to one space on the exploration grid). Note, however, that this is just an abstract and the same combat sheet may be used even in the event of encountering monsters in a very small room.

3.3 Actions in Combat

In combat, characters (meaning participants in the combat: monsters and party members) may take one of the following actions on their turn:

1. Move up to two spaces
2. Move up to one space and attack an adjacent enemy in melee
3. Attack with a shooting weapon
4. Cast a spell
5. Cast Dispel
6. Defend
7. Change positions with an adjacent character
8. Hide

A. Diagonal movement and attacks to diagonally adjacent spaces are permitted. A character may not move outside of the combat grid unless they succeed in a roll to escape.

Thieves gain additional (+1) movement, but this increase only applies to actions which intrinsically contain a movement component. A thief can thus move three spaces as their action or move two spaces and attack with a melee weapon, but they cannot move one space and then cast a spell or attack with a ranged weapon.

Ninja Movement

A ninja increases their movement as they increase their level having +1 movement at level 1 and +2 movement at level 3 (same rules as Thief apply).
A ninja at level 5 or over may, as an action on their turn, attempt to climb one of the walls of the room. Success requires rolling under their agility score x5 on a D100. This attempt ends the ninja's turn whether they succeed or fail. On success, the ninja clings to the wall which is represented by moving them one space outside the combat area on the combat sheet and allowing them to move around the outer perimeter of the room. A ninja clinging to the wall may perform melee attacks against enemies in adjacent spaces as normal but cannot be attacked by enemies wielding ordinary weapons. Only spells or another ninja of at least level 5 can attack a ninja clinging to a wall. Whenever a ninja attempts to move or attack while clinging to a wall, they must once again succeed on a roll versus their agility score x5. If they

fail, they fall from the wall into an adjacent space on the combat grid and lose their action for that turn. The ninja's player decides which space the ninja falls into but must choose an empty space if one is available. If there are no adjacent, empty spaces then the ninja may fall into the same space as another character (which is the exception to the rule of one character per space). A ninja in the same space as another character may attack that character or one in an adjacent space as normal on their turn. If a ninja leaves the space they share with another character they may not re-enter it via normal movement.
At level 7 or over, a ninja can jump onto and climb along the ceiling. This also requires a agility x5 roll with failure causing them to lose their action for that round. A ninja successfully attached to the ceiling and attempting to move must succeed on an additional agility x5 roll for each space of movement they attempt to perform along the ceiling. A ninja on the ceiling may only be attacked by spells or another level 7 or higher ninja. A ninja on the ceiling may only attack targets directly below them (i.e. in the same square) and by succeeding on an agility x5 roll. If the attack connects it is an automatic critical (and so the target is killed).
A ninja who falls off the ceiling does so into the space directly beneath them.
Rules for the ninja's special movement are otherwise the same as normal movement. No two ninjas may occupy the same space whether it be on the wall or the ceiling. Ninjas automatically fall from the wall or ceiling if they are afflicted with magical sleep/paralysis/etc.

B. Attacking

Attacking refers to using a melee weapon to hit an adjacent enemy with the intent of dealing damage to them. Only attacks which successfully hit the enemy do damage. When a character is hit by a weapon, they receive damage which reduces their HP, killing them if their HP is reduced to 0.
When attacking in melee, first a roll of a d100 must be made to determine the accuracy of the attack and with reference to the (U) section on the character sheet in which the chance of hitting a foe of each AC is written (already having accounted for accuracy modifiers). The player should compare the die result with the (U) section on the character sheet and declare the lowest AC they are able to hit. The game master then informs them if their attack has hit the foe or not. This method prevents players from knowing how much AC the enemy has exactly (it's more exciting not to know the strength of the enemy exactly).
Regardless of accuracy rate, a roll of 1～10 always hits and a roll of 91～100 always misses.
Roll individually for extra attacks from relevant classes and note that all attacks in one round must be made against the same target. You cannot attack multiple targets in the same round (attacking, even with multiple attacks, is considered one action).

If the roll on the D100 to determine your character's accuracy is less than or equal to your character's level then it is a critical hit.
In the case of a fighter, less than or equal to level x2 is a critical hit.
If your critical chance rate is higher than your accuracy rate against a certain AC, then your accuracy rate becomes your critical rate. A d100 roll that would produce a critical hit based on your character's level can never miss. A level 10 fighter thus cannot miss on a roll of 20 or below on the d100 regardless of the target's AC and need not ask the game master if the attack has hit or not (and it will, of course, be a critical hit). Note however that the maximum critical hit rate is set at 13% (26% for fighters) and so does not increase beyond level 13.
When an attack successfully hits the enemy, it deals damage to them based on the power of the weapon and the character's damage modifier based on their strength score.
Suppose a level 1 fighter with 15 strength attacks with a longsword and hits. A longsword deals D8 damage so they roll an eight-sided die. Assuming a result of 5, they do 5 damage

plus their strength-based modifier of 2 damage for a total of 7 damage. The enemy receiving the attack has their HP reduced by 7 points and dies if they have 7 HP or less.
In the case of multiple attacks, roll accuracy for each attack separately and also individually roll damage for each successful attack.

In the case of a critical hit, all damage from the weapon and modifiers is doubled (so the 7 damage from the previous example would become 14).

Ninjas instantly kill the enemy in the case of a critical hit, but rumours exist of monsters who can survive even a critical hit from a ninja. If such a monster did exist, they would take normal critical hit damage (2x normal damage) from the ninja's attack rather than dying.

Damage from an unarmed character attacking with their bare hands is d2+ modifiers.

A character heals all damage after resting in a safe place such as an inn for at least six hours or through healing magic or items.

WIZARDRY JOURNAL: Heat

I'm now a level 10 fighter with a strength score of 17. My damage modifier is +7: +3 from my strength score and +4 from my level. I can attack three times, and I have a 20% chance of inflicting a critical hit. My weapon is a longsword +1 (1d8+1 damage).
I attack a Killer Wolf (AC0), hitting twice with one of those hits being a critical. Let's calculate how much damage the critical does first. I roll a D8 and get a 6. I add the +1 damage from my weapon plus the modifiers from my strength and level. 6+1+3+4=14. Because it was a critical hit, all damage is doubled to 28. I roll the damage for my other attack, getting a 4 on the D8, meaning 12 damage accounting for the damage bonuses (+1+3+4). In total, the wolf is dealt 40 damage, which is enough to kill it.

C. Shooting Attacks

Shooting attacks refer to attacks made with a bow and arrow.
Bows may be used by thieves, fighters, samurai, lords and ninja, but since those classes other than the thief usually fight on the frontline, bows are generally regarded as a thief's weapon.
Bows largely follow the same rules as regular melee weapons but with the following differences:

1. They may be used to attack any enemy anywhere on the combat grid.
2. They are unaffected by additional attacks granted by level, they may only be used to attack once per round.
3. Their accuracy rating is determined by agility, not strength, and bows do not receive a damage modifier from strength.
4. A fighter does not double his critical rate when using a bow.
5. A ninja does not instantly kill when scoring a critical hit with a bow.
6. A thief doubles their crit rate (to a maximum of 26% when using a bow).

Changing between weapons (bow to melee, melee to melee, bow to bow) is something which can be performed freely and which does not affect the eight available actions to which one is otherwise limited.

D. Using Magic

See chapter 4 for an explanation on magic.

E. Dispel.

In the world of Wizardry, there are forms of magic which allow the caster to animate the bodies of the dead. Corpses or skeletons being enchanted in this way are known as undead. Undead follow the commands of their creators and are typically instructed to kill intruders they encounter.
While undead have HP and can be destroyed by conventional weapons, dispel can sever their bodies from the magic that animates them and thus provides a way to destroy them instantly.
To destroy an undead this way, however, one must first know exactly what kind of undead it is they wish to destroy (dispel is a divine magic that comes from a request to gods which will not reach them if not worded with factual precision).

At the moment an encounter with enemies occurs, a d100 is rolled by the game master.
If the result is less than or equal to the Intelligence score x3 of the most intelligent member of the party, then the party has successfully recognised the monsters and are given the monsters correct names.
Should the roll be a failure, the game master gives the monsters only vague names such as ‘humanoid’.
This roll is made only at the time of an encounter and cannot be repeated.
The spell Latumapic may be used to automatically identify monsters and know their correct names at any time.
The party may attempt to dispel a monster whose name they do not know, but they must say as part of the dispel attempt what they believe the monster to be.
When dispel is cast, a d100 is rolled by the game master if the target is both undead and correctly identified. If the monster is either not undead or the party have its name wrong, the spell fails automatically but the game master should put on a show of rolling the die anyway so that the party may think it’s just a case of not having rolled well enough.
Each monster has a predetermined dispel rating, with a lower number representing a monster bound to the world with more powerful magic.
The chance of successfully dispelling a monster is equal to its dispel rating + the level of the caster attempting to dispel it. The dispel attempt succeeds if the caster rolls less than or equal to the dispel chance for that monster on a d100.
If dispel succeeds, the caster’s player then rolls a d6. A number of undead creatures of the type the caster designated with dispel equal to the d6 result are then destroyed (chosen by the game master).
If there are multiple types of undead, each type must be dispelled separately as a separate action. Dispel can be attempted on the same creature any number of times but only as a once per round action.
A creature destroyed by dispel awards full EXP to the party as if it had been killed by normal means.

F. Defending

If a character chooses to defend (i.e. takes a defensive stance and forgoes attacking), any attacks or shooting attacks directed at them suffer a 20% reduction in accuracy.

The defend action may be declared at the start of a round in which case it lasts for the entire round and the defending character takes no other action on their turn. A character may also choose to use their action on their turn to defend, in which case it applies to all subsequent attacks made against them that round.

Magic and breath attacks suffer no penalty when used against a defending character.

G. Swapping Position

Attacks against a character who is petrified, paralysed or asleep have a 20% increase in accuracy and deal double damage if they hit (though this does not become x4 if the attack is a critical hit). A character who is petrified, paralysed or asleep cannot take any action on their turn until they are cured.

Should a character in the party suffer one of these conditions, it may be wise to use the swap position action to move them away from danger.

The intention to change position with another ally is declared and then, when the turn of one of the two characters intent on changing positions comes (even a character who would lose their turn otherwise due to a status ailment), they swap locations on the battle map.

In order to perform this maneuver, at least one of the two characters must be able to move freely. In addition, If both can move freely, then both must agree to the position change. A character who cannot move, such as due to paralysis, can be moved against their will.

The position change occurs on whichever character's turn comes first among the two characters who are attempting to change position provided that character is able to move, otherwise it occurs on the turn of the later-acting but healthy character.

Both characters who change position may take no other action during that round.

H. Hiding

Hiding is a special action available only to ninjas and thieves. A hiding character has found an alcove or some other location from which they can't be seen and is patiently awaiting the end of combat. A character who is hiding may not be attacked, either by conventional weapons or by magic, and thus takes no damage for as long as they are hiding.

A thief or ninja may choose to hide by rolling equal to or beneath their agility score x5 on a d100 on their turn provided they are next to a wall or some other object that could reasonably provide concealment for them. They must remain within the proximity of the wall or object for as long as they are continuously hiding. A character who is hiding is placed outside the map in the same fashion as a wall-crawling ninja.

At the start of each round that begins with the character hiding, they must repeat the agility x5 roll. If they fail, they are no longer hiding as of the start of the round and act as normal that turn (and may use their action to hide again).

A hiding character may attempt to move a single space on their turn without revealing themselves by rolling beneath their agility x5 on a d100. Failure means that they have inadvertently revealed themselves and are no longer hiding.

A hiding character may take no action besides movement on their turn.
A character who wishes to attack or do some other action should declare at the start of the round that they are no longer hiding.

3.4 Other Actions in Combat

A. Surprise Rounds

When monsters are encountered, the game master rolls a d100.
If the result is less than or equal to 10, the party gets a surprise round.
If the result is 96 or higher, the enemy receives a surprise round.
In a surprise round, those doing the surprising conduct their turns in turn order as normal while the side being surprised may take no actions. From the following round, both sides act as normal.

The chance of a surprise round occurring may be modified by the behaviour of the party. If monsters know the party is coming and are lying in wait for them specifically, the d100 result may be modified by +10 ~ +30. Conversely, if the party are being especially cautious or are intending to surprise monsters whose positions are known to the party (perhaps having spied them on the other side of a door), then the result may be modified by -10 ~ -50.
There may be situations in which the game master decides that a surprise round cannot occur, such as two sides approaching each other through a straight, narrow corridor.

The party isn't mandated to attack in a surprise round. They may have encountered a group who are not hostile towards the party; in which case it may be more beneficial to try to converse and learn information.

A surprise round against the party can be very deadly, especially if the monsters have magic or breath weapons. Situationally, the game master may elect to ignore the die result and pretend the surprise round didn't happen.

B. Fleeing

If you've no chance of winning, it is best to attempt to flee.
Your success in fleeing is based on the agility of the party member with the lowest agility (who isn't dead, paralysed, petrified, etc.).
At the start of the round that party member rolls a d100. If the result is less than or equal to the agility x5 then the party have successfully fled. Fleeing is a group activity, so either you all get away or none of you do. Should the flee attempt fail, the party may take no other actions that round and are free to be attacked by the monsters until the next round comes.
Should the party have the advantage of a surprise round but still wish to flee, then the flee attempt succeeds automatically.

The game master conducts flee attempts by monsters.
Depending on the circumstances, the game master may decide to make the chance of successfully fleeing more difficult, such as requiring a roll beneath agility x3 rather than x5, or simply state that fleeing is impossible. Of course, making it easier for the party to flee is also possible.
When fleeing, the party may pick up and carry dead/paralysed/petrified characters with them. There are, of course, limits to how much one can carry (a character weighs 70kg) so it may be necessary to leave some items (or people…) behind depending on the situation.

The game master decides where the party ends-up should they successfully flee combat. Usually it is the place they were in before combat began.

C. Surrendering

If the situation calls for it, the party is free to surrender rather than fight a losing battle (though whether the surrender will be accepted is another matter). Intelligent monsters may also surrender rather than face certain death (though one expects they will try to flee first).
If the monsters accept the party's surrender (usually this is only something that will happen if the monsters have a relatively positive reaction to the party), then the game master decides what they will do with their prisoners. There are numerous possibilities, such as stripping the party of all their possessions before kicking them out the dungeon or attempting to ransom them for wealth. In some cases, the monsters may just take all their weapons and armor and then suddenly attack the party.
Combat continues as normal if a surrender attempt by either side is not accepted. A surrender attempt is made at the start of the round and may be made after a failed escape attempt.

D. Reaction to Party

Not all creatures the party will encounter will immediately attack the party as soon as they see them, some monsters may not be hostile to the party or may even be inclined to be helpful.
When an encounter occurs, the game master rolls a d100 to determine the creature's attitude to the party. Generally, a lower result represents a more positive attitude while a higher result represents a more negative one.

On a 51 or over, the creatures are hostile and combat occurs.
On a 21-50, they are neutral and may be willing to pretend they didn't see the party if the party will grant them the same or else have a strained dialogue; simply attacking is also an option for them.
On 20 or less, the creatures are friendly and willing to share information or barter (this item for that item, a cast of my healing spell for 100g, etc.). They may even be open to the suggestion of travelling together (but the six person party limit must be strictly observed). Note, however, that in order to negotiate with monsters one must have a way of communicating with them. If nobody in the party speaks the same language as the monsters then negotiation will not be possible.

Certain circumstances provide modifiers to the dice result.
If the encountered creatures are non-intelligent the die result gets +100 (these creatures are always hostile).

Alignment also factors. If the party consists of good characters and the encountered monster is also good, then the dice roll receives a -50 modifier. If the monster is evil, however, then the result would receive a +20 modifier. No modifiers apply in the case of the party being evil or the monster being neutral.
The roll to determine the monster's attitude may also be modified depending on their apparent strength relative to the party. In the case of a party of six third level characters against an enemy team of two first level mages, the mages are highly outmatched and so the die result may be given a -20 modifier. Conversely, we may see a +20 modifier if the monsters believe themselves to obviously outclass the party.

It may be that monsters with a neutral attitude towards the party who find themselves pulled into an attempt to barter for items or information demand unreasonably high payment in exchange.
There is also no need for the game master to strictly adhere to the dice result. Even on a roll of 100 the monsters could be friendly if the game master wishes it.

Entering into negotiations doesn't mean that combat is off the table either. Monsters witnessing a breaking down of negotiations or otherwise feeling slighted may suddenly attack without warning and provoke a surprise round. Similarly, an evil monster with a friendly attitude may jovially partake in negotiations and then suddenly attack afterwards (or during) without provocation.

The above largely concerns the monster side being controlled by the game master. The player characters can freely act however they choose to monsters willing to avoid combat or negotiate.
Suppose a very successful trade with a bunch of NPC adventurers encountered in the dungeon sees their leader, a priest, smiling and laughing while reaching out to a member of the party for a cordial parting handshake. It is perfectly within the purview of the player to declare that they pull out their sword as quickly as they can and skewer him with it. This would no doubt provoke a surprise round for the party and should probably mandate an alignment change or the loss of a level for the PC doing the unprovoked stabbing if they are of a good alignment (at the game master's discretion).

WIZARDRY JOURNAL: Big

The cave we're in is dark and humid. We're walking down a passageway and a group of five dwarves appears, coming from the other direction.

If the dwarves' attitude is 51+:
The dwarves rush us swinging their weapons, but we dispatch them easily enough.

If the dwarves' attitude is 21~50:
The dwarves cautiously approach us. Their weapons are readied, but they don't seem like they're going to immediately attack. They're probably of a good alignment. We lower our weapons and stretch out our hands in a friendly greeting. The dwarf in charge of the group speaks to us. "You're adventurers too, then? We're just on our way back out of this cave. Want to know what's further ahead of here? We can tell you if you're interested."
"Thanks, but actually we're also just about to start heading back ourselves. You wouldn't happen to be able to spare a cast of LATUMOFIS or have a potion to cure poison, would you? Our thief got poisoned by a trap back there and we used all our poison cures fighting slimes. We'd be happy to give you something in return."

Hearing Heat's words, the dwarves start muttering among themselves. "Very well..." one says. "...how does 1000 gold sound?"
1000 gold! You'd normally only pay 300. But we're not in a position to refuse. Shorty's life is in danger.
"1000 gold it is."
Big realises that it'd have been cheaper to just let Shorty die and have him brought back to life in the city, but he keeps that thought to himself.
The dwarves leave a potion of LATUMOFIS on the ground, take their gold and depart.
At this point another thought occurs to Big, which is that if the party were to now attack those dwarves they'd be a guaranteed 1000 gold richer afterwards, but such an action is off the table for a good aligned party.

If the dwarves' attitude is 20 or less:
The dwarves lower their weapons and greet us cordially.
"You're adventurers too, I suppose? There's a pit-trap about thirty meters further down this passage, so you ought to be careful if you go on ahead. I don't suppose you could spare a cast of MAPORFIC, by the way? We'd be glad to pay you for your trouble."
"Sorry, we don't have any left. Can you cast LATUMOFIS for us? Or do you have a potion by any chance? This man has been poisoned."
"Sorry to hear that. We've plenty of potions with us so it'd be no trouble for us to part with one."
"How much would you want for it?"
"We adventurers ought to help each other out when we can. You can have it for the same price we paid for it back in the city: 300GP"

And so Shorty's life is saved. We head out the cave with the dwarves, exchanging information along the way.

E. Monster Abilities

Some monsters have special abilities they use to attack or have special movement options.

Poison, Paralysis and Petrification

If a character is hit by a monster that possesses the ability to inflict one of these ailments, the player for that character rolls a d100 and must get equal to or below their vitality x5 to avoid (henceforth 'resist') the effect.
If the monster can attack multiple times, then this roll is made for each attack which hits.

A poisoned character loses one HP at the end of each round in combat and every time they finish their turn during exploration. During open field movement, they lose one HP every full turn.
A sleeping, paralysed or petrified character is attacked with a 20% bonus to accuracy and receives double damage from attacks (note that this does NOT become 4x in the case of a critical hit). As a paralysed or petrified character cannot move, they will have to be carried (weighing 70kg) by the rest of the party until they can be cured (perhaps needing to be left behind in dire circumstances).
A petrified or paralysed character is not able to roll to resist the effects of breath attacks.

Some monsters can inflict multiple ailments with one attack, in which case each must be rolled against separately. A Greater Demon, for example, possesses both poison and

paralysis so anyone hit by one of its attacks first rolls to resist poison and then, regardless of the success or failure of the poison roll, rolls again to resist paralysis.

Energy Drain

A character hit with an energy drain attack has their level decreased. This cannot be resisted and happens automatically. Their new EXP total becomes the minimum for their new level. The amount of levels lost vary depending on the monster.

Breath Attacks

Attacks which can hit multiple squares in a line on the combat grid and which reflect fire breath or poisonous spray and the like. These attacks generally follow the rules of magic attacks with an area of effect but at least one square must be adjacent to the attacking monster.

Breath attacks are resisted by **luck** with a success halving the damage taken.

Critical Attack

Monsters with this ability instantly kill the target if they get a critical hit, exactly the same as a ninja. This ability cannot be resisted.

Flight

Monsters with flying can enter the squares of other creatures and attack them or creatures in adjacent squares (they are also free to use magic or breath attacks).
Flying monsters may be attacked normally as with any other monster.
A flying monster can enter the squares of other characters during its movement, but player characters cannot move into the square of the flying monster.

F. Monster Morale

While player characters are free to run away or surrender whenever the players choose, it can be a bit harder to say under what circumstances a monster would choose to do so. While it is ultimately up to the game master's discretion, each monster has been given a 'morale' rating which reflects their eagerness to fight. The higher it is, the more likely that individual monster is to fight to the end whereas monsters with a lower rating are more inclined to run away if things seem to be going unfavourably.
Once at least half of the monsters in any one battle have been killed or incapacitated (including being put to sleep), the game master should roll a d100 against the morale score for each monster at the start of the following round. If the result is less than or equal to the monster's morale they continue fighting but if it is above their morale score they attempt to run away (succeeding only if they can roll equal to or beneath their agility x5). Unlike the player characters, monsters need not run away as a team and can flee from battle individually.
The morale check by the monsters can receive a modifier of up to +/- 50 depending on the circumstances. If, for example, half of the monsters are dead but the player characters are all asleep then the monsters are highly unlikely to run away.

G. Languages

In order to communicate effectively with creatures in the dungeon willing to trade or negotiate (or to successfully torture surrendered monsters, etc.) it is necessary to possess a mutual language.

All player characters initially know a universal language (common) as well as their own racial language (elvish, dwarvish, etc.)

Characters may learn a new language each time they level up by rolling a d100 against 5+ the spell acquisition rate determined by their intelligence score. Success means they learn one new language of the player's choice.

Players may freely choose any language that exists within the setting. Some examples would be Common, racial languages (Human, Elvish, Dwarvish, Gnomish, Hobbit, Goblin, Giant, etc.) and languages possessed by supernatural beings (Demonic).
Thieves and ninja also possess their own cants which may also be learned by any character.

It seems reasonable that the reaction by monsters to the party may be influenced by the language and manner in which they are addressed.

H. Changing Equipment

Weapons and shields may be changed for others in the character's possession freely at the start of each round.
Non-shield armour may also be changed out but at the cost of your action that round as removing armour and putting on replacement pieces isn't a quick process.

Weapons and shields may be swapped between party members who are adjacent to each other at the start of each round but neither can act otherwise that turn.
Non-shield armour may not be exchanged between party members during combat.

WIZARDRY JOURNAL: Heat

First Round of Combat:
Now that we've reached level 3, we've found ourselves able to explore pretty deep into the dungeon without having to turn back. We've been more confident than we used to be, but we haven't been as cautious either. Now we find ourselves suffering a surprise attack from a group of Rotting Corpses (undead) and one of them has paralysed Big. I got hit too. I'm injured, but thankfully the paralysis didn't take hold.
In the following table, R represents the Rotting Corpses, B is Big, H is Heat, K is Krishna, S is Shorty, M is Midori and Y is Yordna.

	R4	
R1	R2	R3
↓	↓	↓
B	H	K
S	Y	M

Second Round of Combat:
There are four Rotting Corpses. The first thing we do is have Shorty change places with Big. Big is paralysed, so if he gets hit he'll take double damage and we need to avoid that. Next, I (H) attack the Rotting Corpse in the middle (R2). The dice comes up 42, which will hit anything with an AC of 4 or above and hit it does. I deal 6 damage, but it's not dead yet.
Next up is Midori. We know exactly what kind of monsters we are fighting so she decides to try dispelling them. The GM rolls the dice and none of the monsters are dispelled. The Rotting Corpses have a dispel chance of 45 and Midori is level 3 meaning a roll of 48 or below would've got rid of them, but unfortunately she rolled an 88.
R1 attacks Shorty but misses.
R2 attacks me and hits. I take 4 damage. Now I have to make another check against my vitality score x5 to resist being paralysed. I succeed with a 21.
Now it's R4's turn, but there are no empty spaces it can move to. It stays where it is and takes a defensive stance in anticipation of ranged attacks.
Finally we get to Yordna's turn. He blasts R2 and R3 with a LITO spell. Neither monster passes the resist check so they both take normal damage from the spell. R2 takes 7 damage, which, combined with the damage I dealt to it earlier, is enough to finish it off. R3 gets hit for 9 damage but is still standing.
Krishna (K) attacks R3. He hits and finishes it off.

	R4	
R1	R2	R3
B	H	K
S	Y	M

Third Round of Combat:
Shorty swaps out his sling for a short sword and attacks R1, but- alas- misses.
I attack R1 and get a 01 on the dice! An 18 damage critical hit makes short work of it.
Just one more left. Midori makes another attempt at dispel and, this time, succeeds. The Rotting Corpse crumbles away into dust and combat is over.
We've won, but we still have a problem- we don't have a way to heal Big's paralysis. We turn back and head for the exit as fast as we can with Yordna carrying the now quite rigid Big. If we encounter any more monsters, we'll probably just have to try to run.

	R4	
R1		
B	H	K
S	Y	M

3.5 Actions Outside of Combat

Characters, of course, aren't always fighting. What follows are actions characters can take during exploration.

A. Movement

Caution is to be taken when advancing through the dungeon and for that reason the pace is a slow one. Typically, characters take one minute (one turn) to cover 5 meters.
When mapping the dungeon, it's recommended to use graph paper of which one square can easily be taken to represent a 5 meter space. Please regard chapter 8 for rules on moving around outside of dungeons.

B. Magic

Spells usable during movement may be cast.

C. Investigation

Rooms or corridors may be checked for hidden objects or mechanisms.
The game master rolls a d100 against the intelligence (x1〜8, depending on the difficulty) of the most intelligent party member and a roll matching or beneath their intelligence finds the hidden item or contraption (if one exists). Whether the party fails to find a hidden item because of the result of the dice roll or because there was no object to find, the game master should simply tell them they don't find anything. The investigation action may be repeated as many times as the party likes.

WIZARDRY JOURNAL: Shorty

We're still in the dark, wet cave and Big is still paralysed from the last fight. We've been trying to avoid any more combat as much as possible, but we just had a run in with six humanoid figures lurking around the corner of a sharp turn in the cave's passageway. We ran as fast as we could away from them, and now we've found ourselves back in the same place we fought the Rotting Corpses.
What to do now? If we head out the same way we're bound to run into the same group again… unless they've been courteous enough to have gone elsewhere…
"Can you go and have a look around that bend again, Shorty?"
Where does Heat get off ordering me about at a time like this. He won't be the one with his neck on the line if things go badly. Still, the man has a point. We need to avoid a straight-up fight in our current situation.
I head back down the corridor. There's only about twenty meters to the turn, but I don't use my scouting ability yet. There's no way monsters could get the jump on me in a straight corridor like this. After I get about five meters away from the bend I start to use my scouting ability.
I succeed the initial luck check with no issue. I'm at the sharp turn now. I poke my head around the corner and see what's there. The GM asks for another luck check and I pass this one too.
Oh, they're there alright. The scoundrels have their weapons ready and are waiting for us. They look like a group of six fighters. They're all in plate armour and wielding long swords.
I decide to waste no time and head back to the others. Just one last luck check… a fail! They all suddenly turn to look in my direction. Not good.
I think about calling out to the others, but I realise they'll never get here fast enough so I decide to run for it instead. I make an agility x5 check to try to escape… another fail!
They start catching up to me, but I still have my trump card. I get to act before they do and I use my action to try to hide by the wall. Finally, a success on the dice. The question remains, however, as to how I'm going to get away from here without being spotted…

D. Scouting

A thief or a ninja may take this action to sneak ahead alone and see if there are any monsters lying in wait for the party. A typical use for this action would be when encountering something like a sharp bend in the corridor which might conceal enemies.
For each 5 meters advanced while scouting, a d100 is rolled with the result compared to the scouting character's luck score. If the result is less than or equal to the character's luck, they are not noticed by any monsters they find (if there are any to notice them). Note, however, that doing things like opening doors will inevitably be noticed by any monsters present.

E. Identify

A bishop may identify magical items. See section 5.4 for the rules on item identification.

F. Checking for and Disarming Traps

In order to guard their contents from intruders, it is typical for treasure boxes in dungeons to be trapped (though not always the case). Carelessly throwing open the lids of anything you come across in the dungeon is a good way to get everyone killed so before touching anything the first thing you should do is to check for traps.
There are different varieties of trap and each has to be approached differently. In order to disarm the trap safely, one must first check to see what type of trap they are dealing with.
For a character performing the action to check for traps, the game master rolls a d100 and compares the result to that character's trap disarm rate.

For thieves, the disarm rate is (Luck + Dexterity) ÷ 2 x 5
Ninja: (Luck + Dexterity) ÷ 2 x 4
Other: (Luck + Dexterity) ÷ 2 x 2

On success, the game master informs the player of what kind of trap is present.
On a failure of 90 or less, the game master should give the player incorrect information about the trap such as telling the player the incorrect trap type is present or else telling them their character believes there is no trap.
A result of higher than 90 on the dice roll immediately sets off the trap.

A priest may also attempt to discern the type of trap by using the CALFO spell. A result of 94 or under correctly identifies the trap type while a result of 95 or over gives wrong information.

Each character may check a specific object for traps only once.

After the trap type has been determined (accurately or otherwise) a disarming of the trap may be attempted through a second roll against the disarm rate.
The character first declares what type of trap they are attempting to disarm then the player rolls the d100

A success disarms the trap.
A failure of 90 or below fails to disarm the trap but does not activate it.
A result higher than 90 sets off the trap.

The trap is set off automatically if the character is trying to disarm the wrong type of trap.

The number of trap types is limited only by the imagination but generally traps fall into one of the following categories:

Poison Needle
The person checking for traps or attempting to disarm the trap is struck by a mechanism which stabs them with poison-coated needles

Gas Bomb
Everyone within five meters of the chest must succeed on a luck x3 roll or become poisoned as poisonous gas is ejected from within the chest.

Exploding Box
Everyone within five meters of the chest must succeed on a luck x4 roll or take damage (of a varying amount depending on the chest but usually between d10 and d100) as the chest explodes.

Splinter
Everyone within five meters of the chest must succeed on an agility x3 roll or take damage (d10～d50) as the chest explodes and sprays the room with flying shards of glass, wood and metal.

Crossbow Bolt
Activating this trap causes a huge crossbow bolt to be fired from the chest or a nearby location at either the person interacting with the chest or at another preset location for between d10 and d50 damage.

Stunner
A magical trap inside the chest activates and inflicts the person interacting with the chest with paralysis.

Mage Blaster
A trap which affects those using arcane magic.
A mage who fails a luck x2, or a samurai or bishop who fails a luck x4 check is paralysed. If they roll 91 or above on the resist check, they are instead petrified.

Priest Blaster
As above but affecting priests (luck x2) as well as bishops and lords (luck x4)

Teleporter
Triggering this trap activates a teleportation magic which takes the party somewhere in the dungeon. Teleports the party as the spell Malor.

Alarm
Sets off a loud alarm bell when activated, attracting nearby monsters or, in some cases, perhaps even awakening an especially powerful sentry.

WIZARDRY JOURNAL: Shorty

It was a gruelling fight, but we finally managed to defeat the bushwackers. The room winds up being a dead end, so we decide to search it. A small treasure box has been cleverly hidden in a cavity in the wall, but nothing escapes the great thief Shorty and so the time has finally come to show the others

what I can do. This type of job requires the sort of skill and finesse that would be lost on those whose minds are occupied only with whacking and immolating things.
First thing's first: I have to check the box for traps. The others know by now that it's dangerous to be within five meters of the box if the trap goes off, but they're more worried about me slipping some of what's inside into my pockets without telling them so they all crowd around.

Scenario 1, the GM rolls 74 on the dice and Shorty's disarm chance is 75% :
"You believe the chest is trapped with an exploding box"
An exploding box!? That's one of the most dangerous traps you can get!
I just can't bring myself to believe that it's really an exploding box trap. Seems much more likely it'd be something more mundane like a poison needle trap. Taking a big gamble here, I know, but it can't be an exploding box…
"I attempt to disarm for a poison needle trap."
And that was the last thing I did before being blown into a thousand pieces and scattered across the room.

Scenario 2, the GM rolls 88 on the dice :
"You believe the chest has a poison needle trap."
Hm, poison needle, eh? I check that I've some leftover LATUMOFIS potions in my bag and get to it.
Or, I try to anyway; without warning Midori suddenly decides to interfere and casts CALFO. I suppose she's eager to try out her newly learned spell. No harm in letting her have her fun. It's the next words from the GM which surprise me.
"It appears the chest has an exploding box trap."
I don't put much stock in that magic malarkey, but I'm not stupid enough to write it off entirely. If it really is a poison needle trap after all then the worst that'll happen is that we have to use the potions and Midori gets an earful.
"I attempt to disarm for an exploding box trap."
I roll the dice to disarm and get an 80: a failure. It's a relief to have failed though, because that can only mean the trap really is an exploding box. If it were anything else, the trap would've activated right away. I try again. This time I succeed with a roll of 41. We head out of the room with some nice, shiny coins and a very interesting looking sword.

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4. Magic

4.0 What Is Magic?

As with most fantasy settings, magic exists within the world of Wizardry. In a world filled with untold numbers of monsters, an adventurer cannot survive on the strength of their sword alone. A sword can't cut down more than one enemy at the same time nor can it heal the wounds of the injured. The stronger the foes one finds themselves facing, the more one feels the need to have magic on your side. The greater your command of magic, the more likely you will succeed and survive on your quests. This chapter introduces the power of magic and those who use it.

4.1 Types of Magic and How Often Magic Can Be Used

A. Magic types

Almost all magic falls within the category of one of two schools: mage spells which primarily deal with magic which harms enemies and priest spells which primarily deal with magic which heals or protects allies. Each type of magic is divided into seven different levels, with higher level magic being more powerful and harder to wield than lower level magic.

Mage spells are used by mages, samurai and bishops.
Priest spells are used by priests, lords and bishops.

Characters who class-change from a magic using class to another class retain all spells they knew before changing class.

Regardless of class, however, a magic user may not use spells they have not learned, nor can they use spells they do know as often as they like.

B. Spell Use Limit

Spells have a limit on how many times they can be used based on class, level, school of magic and individual statistical values.

The basic number of spell casts per class, per level (see below) is modified by the relevant casting statistic scores (intelligence and piety).

For example, a level 3 mage has a 'base' of being able to cast known level 1 spells two times and known level 2 spells once. If we suppose the mage has 13 intelligence, and thus a +1 bonus to spell casts, the 13 INT, level 3 mage can cast known level 1 spells three times and known level 2 spells two times.

Note that this is the number of casts for each known spell, not in total for spells of that level. If the aforementioned mage knows HALITO and KATINO (both level 1 spells) he can cast both three times each (a little different from the computer game version of Wizardry, but affords far more utility to casting classes especially at low levels).

A caster restores all spell uses after six consecutive hours of sleep (he must start again if interrupted) in a safe, comfortable location (not camping in a dungeon or sheltering in a stable). Typically a room in an inn costing at least 5gp, however a tent will suffice when in the wilderness.

The basic number of spells able to be cast by class, per level (not accounting for modifiers from statistical values) are as follows:

Mage and Priest

	SPELL LEVEL						
CASTER LEVEL	1	2	3	4	5	6	7
1	1						
2	2						
3	2	1					
4	3	2					
5	3	2	1				
6	4	3	2				
7	4	3	2	1			
8	5	4	3	2			
9	5	4	3	2	1		
10	6	5	4	3	2		
11	6	5	4	3	2	1	
12	7	6	5	4	3	2	
13	7	6	5	4	3	2	1
14	8	7	6	5	4	3	2
15	8	7	6	5	4	3	2
16	9	8	7	6	5	4	3
17	9	8	7	6	5	4	3
18	10	9	8	7	6	5	4
19	10	9	8	7	6	5	4
20	11	10	9	8	7	6	5

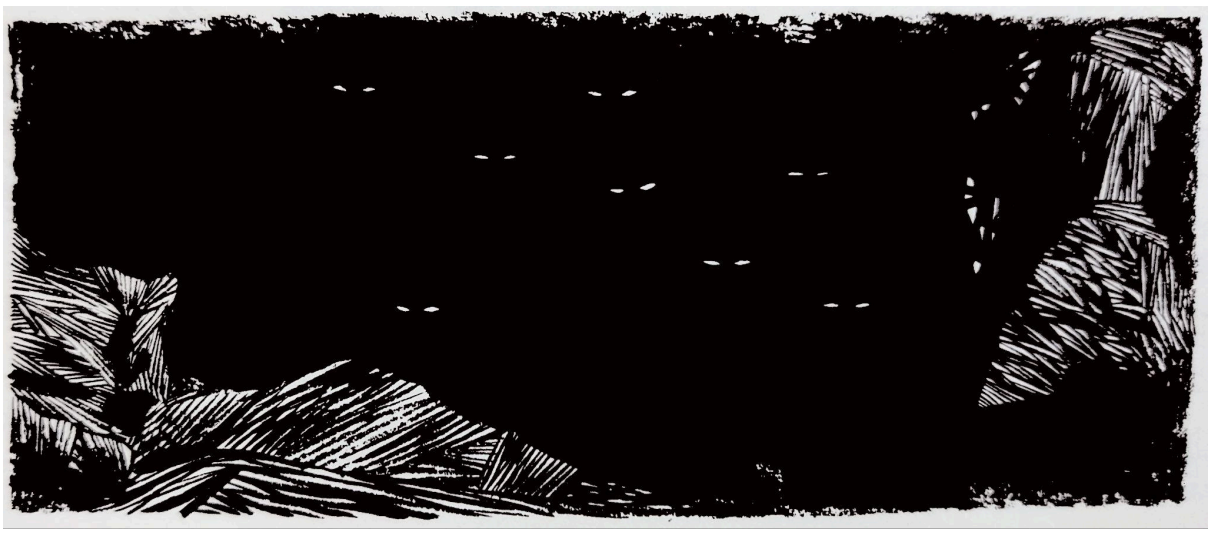
Samurai and Lord

	SPELL LEVEL						
CASTER LEVEL	1	2	3	4	5	6	7
1	1						
2	2						
3	3						
4	3	1					
5	3	2					
6	4	3					
7	4	3	1				
8	4	3	2				
9	5	4	3				
10	5	4	3	1			
11	5	4	3	2			
12	6	5	4	3			
13	6	5	4	3	1		
14	6	5	4	3	2		
15	7	6	5	4	3		
16	7	6	5	4	3	1	
17	7	6	5	4	3	2	
18	8	7	6	5	4	3	
19	8	7	6	5	4	3	1
20	8	7	6	5	4	3	2

Bishop

CASTER LEVEL	SPELL LEVEL						
	1	2	3	4	5	6	7
1	2/0						
2	4/2						
3	6/4						
4	8/6	2/0					
5	10/8	4/2					
6	12/10	6/4					
7	14/12	8/6	2/0				
8	16/14	10/8	4/2				
9	18/16	12/10	6/4				
10	20/18	14/12	8/6	2/0			
11	22/20	16/14	10/8	4/2			
12	24/22	18/16	12/10	6/4			
13	26/24	20/18	14/12	8/4	2/0		
14	28/26	22/20	16/14	10/8	4/2		
15	30/28	24/22	18/16	12/10	6/4		
16	32/30	26/24	20/18	14/12	8/6	2/0	
17	34/32	28/26	22/20	16/14	10/8	4/2	
18	36/34	30/28	24/22	18/16	12/10	6/4	
19	38/36	32/30	26/24	20/18	14/12	8/6	2/0
20	40/38	34/32	28/26	22/20	16/14	10/8	4/2

The number on the left indicates the number of mage spells and the number on the right indicates the number of priest spells able to be cast by the bishop. In the case of 12/10, the bishop can cast twelve mage spells and ten priest spells of that level.



4.2 Learning New Spells

In order to use magic, a mage must first learn the spells they are to cast.
When a character levels up, check what the highest level of spell is that they can learn. Look at all spells of that level and lower to see if there are any spells they could learn but have not yet learned and make a note of them as well as their individual chance of being learned (given in the description of each spell in 4.5)
For each spell not yet learned, roll a d100 against that spell's chance of being learned + the spell acquisition modifier of the character trying to learn the spell (based on INT/PIE). If you roll less than or equal to the above number, you learn that spell.
As usual, a roll of 91 or above automatically fails.

WIZARDRY JOURNAL: Midori

I've managed to advance to level 5. Looking at the chart for the basic number of casts per level, we can see that I have gained the ability to cast level 3 spells. I'm still missing some spells of lower levels. I haven't learned the level 2 spell SOPIC yet, nor have I learned the level 1 spell MOGREF so we'll roll to learn those two along with the two level 3 spells MAHALITO and MOLITO.
My intelligence is 13 so I receive a +5% increase to my chance to acquire new spells. That means that my chance of learning SOPIC is 55%, MOGREF 45%, MAHALITO 105% and MOLITO 55%.
My chance of learning MAHALITO is in excess of 100% so there's no need to roll for that, but I make an acquisition check for each of the other three. The dice come up as 46, 57 and 31 respectively. This means that I've managed to learn SOPIC and MOLITO but still haven't managed to learn MOGREF. All I can do is wait until I reach level 6 and hope for better luck next time.
Owing to my +1 modifier to the number of spell casts from my 13 INT, I can cast HALITO, KATINO and DUMAPIC four times each, DILTO, SOPIC and LITO three times each and MAHALITO and MOLITO twice each.

4.3 The Magic System

Having learned a spell, one is not necessarily able to cast that spell whenever they like. There are restrictions on when a spell can be cast (given in the description for each spell in 4.5) which we shall now detail.

A. Magic Classifications

Spells are divided into the following different classifications: 'universal', 'combat', 'non-combat' and 'damage'.
To each classification, the rules apply slightly differently.
Universal spells, as the name suggests, may be used anytime, anywhere.
Combat spells may only be used in combat and lose their effects when combat ends. As a general rule (but with some exceptions), the effect of combat spells can be applied cumulatively ('stacked'). A spell which reduces AC by 2, for example, cast twice will reduce it by a total of 4 and a total of 6 if cast three times.
Non-combat spells require special preparation (and time of at least one round) that would make them impossible to cast in combat.
Damage magic is used in combat and deals simply damage to the target.

If a spell has multiple targets, roll separately for each target to see how much damage is dealt.

When casting a damage spell, the caster rolls a d100.
If the result is the caster's level or less, damage from the spell is doubled.
If the result is 91 or over, it is halved.

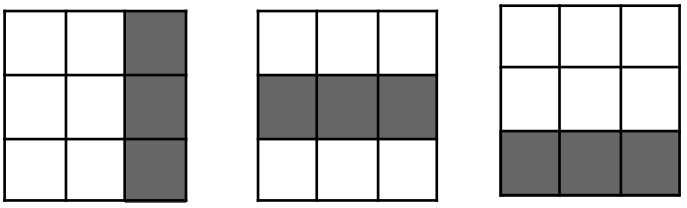
B. Magic Range

Some spells are specified to apply their effect to one or more allies or monsters whereas some spells apply their effect to anyone and everyone within a specified location of a size defined by a number of spaces on the battle grid (e.g. 1x3, 3x3).
In the case of the latter, the spell affects all targets in the chosen space regardless of whether they are friend or foe.

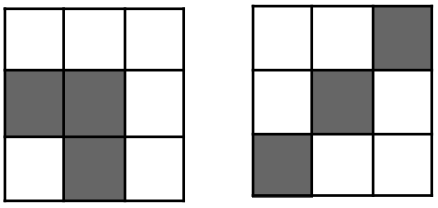
The rectangle (or square) that is the range of the spell's effect may be placed anywhere on the grid and may be rotated at 90 degree angles. It cannot be made to be diagonal and must be straight. A 1x3 or 2x3 spell effect, for example, must produce a perfect rectangle standing either horizontally or vertically. It cannot be a diagonal nor can it be contorted into an 'L' shape.
Note that the spell may be orientated such that it is wholly or partially out of the battle grid. If everyone were clustered around one enemy who was in the corner of the battle grid, you could have a 3x3 spell affect only that one enemy by having the other eight squares of its area of effect fall outside the grid.

A spell may only be used on a target within the battle grid (or its approximate range if out of combat). A spell that is designated to affect 'one enemy' cannot be used on an enemy who is twenty miles away. Additionally, regardless of distance between caster and target, a spell used on a specific target cannot be cast unless the target is visible to the caster.

Examples of legal range allocations for MAHALITO (1x3):



Examples of illegal range allocations for MAHALITO (1x3):



C. Resisting Magic

Each spell has a 'resist' value which represents how easy or difficult the effects of that particular spell are to avoid or fight against.
The 'resist' value of a spell is specified as something like 'INTx3' or 'PIEx2'.

In the case of a spell with a resist of ‘INTx3’, the target of the spell may lessen or avoid its adverse effects if they are able to roll equal to or less than their Intelligence score x3 on a d100.
Some spells have a flat value, e.g. ‘Resist: 70’.
In this case a d100 is rolled without consideration for statistic scores and a result less than or equal to 70 is considered a success.

If a damage spell is resisted the received damage is lessened. Success on the resist roll halves the damage the target would ordinarily take from the spell. If the target rolls their level or below on the d100 resist roll, however, it is quartered instead.
If any other type of spell is successfully resisted, its effects are wholly nullified and the spell does nothing. This applies to both spells with a resist value based on statistical scores (e.g. PIEx2) or a set resist value (e.g. 70).
Note that the target is free to choose not to resist the spell. In such a case, they take the full effect of the spell in question.

Monsters which possess neither piety or intelligence have their own unique value used to resist spells. Additionally, some monsters have a special resistance which can negate the effects of magic. See chapter 6 for details.

4.4 The Procedure for Casting a Spell

The player first declares what spell they are using (on their turn if in combat).
They then declare where or against whom they wish the spell to take effect (be aware that different spells have different ranges).
Should the spell be one which cannot be resisted then the spell is cast and takes effect. The caster’s turn ends and they lower their available casts of the used spell by one.
If the spell is a damage spell, the player casting the spell (or the game master in the case of a monster) rolls a d100 and if the result is less than or equal to the caster’s level then the damage is doubled (round up) or, if the result is 91 or higher, the damage is halved (round up). The damage is then rolled and calculated.
Finally, the target if the spell makes their resist roll if the spell can be resisted. On success, the damage of a damage spell is either halved or quartered (rounding up) or, in the case of a none-damage spell, the spell produces no effect.
The caster’s turn ends and they reduce their available casts of the used spell by one.

WIZARDRY JOURNAL: Yordna

We've encountered a group of 5 humanoid creatures and have managed to take them by surprise. I’m sure our fighters will deal with the enemy frontline but they won’t be able to reach the enemy backline. More concerningly, it looks like the enemies in the rear are mages (the GM described the three in the front as having armour and shields but the two in the back as being in robes). If we don’t kill the ones in the back quickly we’re probably going to find ourselves on the wrong side of a LITO or MAHALITO.
I decide to cast a MAHALITO aimed at the enemy back row (they’re spaced out so a LITO won’t hit both of them). I roll a D100… a 4! It’s a number less than or equal to my current level, so the damage from the spell is doubled. I roll the damage, 4D6, and after doubling it we end up with 30 damage to one and 24 to the other.
The GM rolls the dice to see if they are able to resist the spell. Their evasion chance is 12 and MAHALITO affords a x4 chance to resist, so they have to roll equal to or beneath 48. The first one

doesn't make it, but the second one manages to get a 30 and so reduces the 24 damage to 12. Suffice to say, the first one died from the 30 damage but the second survived. Fortunately, fleetfooted Shorty came ahead of it in the turn order for the following round and finished it off with a crossbow bolt.

4.5 Spell List

A. Mage Spells

Level 1

HALITO

Type: Damage	Range: 1 target
Resist: INTx3	Learn Chance: 60%

A small burst of fire is projected from the caster's fingertips and deals 1d8 damage.
Can also be used to light flammable materials like paper, straw, etc.

KATINO

Type: Universal	Range: 1x3
Resist: INTx5	Learn Chance: 100%

The first spell learned by apprentice mages.
A target who fails to resist the spell falls into a deep sleep. Attacks targeting a sleeping enemy have their accuracy boosted by 20% and do double damage (this is not quadrupled in the case of a critical hit).
A sleeping character automatically fails their resist checks against spells, breath attacks, poison, paralysis, etc.
Undead and other creatures that do not need to sleep are unaffected by this spell.
A character may be awoken from magical sleep by use of the spell DIALKO.

MOGREF

Type: Combat	Range: Self
Resist: None	Learn Chance: 40%

The skin of the caster hardens like steel and lowers their AC by 2 points.

DUMAPIC

Type: Non-combat	Range: Self
Resist: None	Learn Chance: 50%

A spell used to ascertain one's location.
The caster first creates a tablet from clay with their name engraved on it and places it in a location of their choosing. Whenever DUMAPIC is cast, the caster learns their position relative to the tablet (e.g. 5 meters up, 30 meters north). It's said that the entrance to the infamous Proving Grounds (of the Mad Overlord) has a mountain of these tablets piled up.

Level 2

DILTO

Type: Combat	Range: 1x3
Resist: None	Learn Chance: 60%

All creatures within the range of the spell are wrapped in a magical darkness that follows them until combat ends. The darkness obscures vision and raises the affected creature's AC by 2.
This spell cannot be negated by monsters with special spell resistance.

SOPIC

Type: Combat	Range: Self
Resist: None	Learn Chance: 50%

The caster becomes translucent and difficult to see. Their AC is lowered by 4 as enemies struggle against a near-invisible target.

LITO

Type: Damage	Range: 1x2
Resist: INTx1	Learn Chance: 100%

Spark-like bolts of electricity fly out and electrocute the enemy, dealing 2d6 damage.
This spell is especially hard to resist.

Level 3

MAHALITO

Type: Damage	Range: 1x3
Resist: INTx4	Learn Chance: 100%

A fiery explosion occurs in a location designated by the caster. Those within take 4d6 damage as they are scorched by the intense flames.

MOLITO

Type: Damage	Range: 2x2
Resist: INTx1	Learn Chance: 30%

A more powerful version of LITO which deals 3d6 damage to those in range. This spell has had a long standing rivalry with MAHALITO, but is decidedly the better choice against an enemy that is good at resisting spells.

Level 4

MORLIS

Type: Combat	Range: 1x3
Resist: None	Learn Chance: 40%

Those affected by this spell are stricken by an overwhelming sense of fear which inhibits their ability to fight properly and increases their AC by 4 (though not enough to make them flee).
This spell cannot be negated by monsters with special spell resistance.

DALTO

Type: Damage	Range: 2x3
Resist: INTx4	Learn Chance: 100%

Enemies are frozen as they are enveloped by a freezing gale. This spell deals 6x6 damage which is doubled when used against insect-type enemies.

LAHALITO

Type: Damage	Range: 1x3
Resist: INTx4	Learn Chance: 30%

A spell said to have been created accidentally when a mage said the incantation wrong while trying to cast MAHALITO and got a more powerful result completely unintentionally. Deals 6x6 damage.

Level 5

MAMORLIS

Type: Combat	Range: 3x3
Resist: None	Learn Chance: 40%

Same as MORLIS but covers a greater range. Cannot be resisted even by special resistance.

MAKANITO

Type: Universal	Range: 2x3
Resist: None	Learn Chance: 40%

A spell which conjures a deadly gas.
Anything of level 7 or lower caught in this spell dies instantly. Anything of level 8 or higher is unaffected (and is evidently not to be taken lightly). Special spell resistance cannot negate this spell.

MADALTO

Type: Damage	Range: 2x3
Resist: INTx3	Learn Chance: 100%

A more powerful version of DALTO which conjures a whirlwind of extreme cold. Deals 8x8 damage which is doubled against insect-type enemies.

Level 6

LAKATINO

Type: Universal	Range: 2x3
Resist: None	Learn Chance: 60%

As MAKATINO, but without level restrictions on what can be affected. The resistance chance is set at 70% and unaffected by attribute scores. Anything which rolls 71 or above on the resist roll is killed instantly. This spell cannot be negated by special resistance.

ZILWAN

Type: Universal	Range: 1 target
Resist: INTx3	Learn Chance: 50%

Functions the same as a priest's Dispel.
An undead which fails to resist this spell is instantly destroyed.

MASOPIC

Type: Combat	Range: 6 target
Resist: None	Learn Chance: 60%

The same as SOPIC but can affect six targets. Lowers AC by 4.

HAMAN

Type: Combat	Range: 6 targets
Resist: None	Learn Chance: 100%

A wish granting magic.
Upon casting this spell, the caster's level is reduced by 1.
Roll a d8 to randomly determine which of the following effects occur.
Has no effect if the caster is below level 11.

1. All dead party members are revived with fully restored HP.
2. All party members have their AC reduced by 20.
3. All party members have all HP fully restored.
4. The effects of poison, paralysis, petrification and MANIFO affecting the party are all removed.
5. Enemies are afflicted with MONTINO and lose the ability to cast magic.
6. Enemies have their evasion chance reduced to 0.
7. Enemies vanish (full EXP is granted).
8. No effect

Level 7

MALOR

Type: Universal	Range: 6 targets
Resist: None	Learn Chance: 100%

The user can teleport the party to any location within 100 meters (out of the dungeon, for example).
This spell requires intense concentration to cast successfully and thus can go awry when attempted in combat.
If used without proper concentration, one of the following occurs (based on a d6 roll by the GM).

1: Party teleports one floor lower into the dungeon (1～10 meters down, randomly determined).
2～5: Party remains on the same floor.
6: Party is teleported one floor higher (1～10 meters upward, randomly determined).

In any of the above cases, the party is placed in a random location within 50 meters of their starting position in a random direction.
If this randomly determined location is solid rock or earth outside the boundaries of the dungeon, the caster dies (in the location in which they attempted the spell) and the rest of the party is not teleported. If in battle, nobody in the party can act for the remainder of the round.
If the party ends up in mid-air, they fall and take falling damage.

MAHAMAN

Type: Combat	Range: 6 targets
Resist: None	Learn Chance: 40%

As HAMAN, but roll the d8 to determine three random effects and the caster may choose one. Has no effect if the caster is below level 13.

TILTOWAIT

Type: Damage	Range: 3x3
Resist: INTx3	Learn Chance: 50%

Conjures an extreme heat of such intensity that victims are melted away to nothing.
Deals D100+20 damage.

B. Priest Spells

Level 1

KALKI

Type: Combat	Range: 6 targets
Resist: None	Learn Chance: 60%

The priest prays to God for protection. Allies are wrapped in an unseen power which protects them from attacks, lowering AC by 1.

DIOS

Type: Universal	Range: 1 target
Resist: None	Learn Chance: 100%

A healing aura emanates from the priest's hand and heals the wounds of the target. The target recovers 1d8 HP.
The most basic of healing spells.

BADIOS

Type: Damage	Range: 1 target
Resist: None	Learn Chance: 60%

Weaponised healing magic that reverses the effect of DIOS to create wounds rather than heal them. Deals 1d8 damage.

MILWA

Type: Universal	Range: Self
Resist: None	Learn Chance: 40%

A spell which creates a heatless light around the caster. It allows one to see farther than torchlight, to a distance of about 20m. It also reveals lightly hidden doors and mechanisms. Unfortunately, the spell doesn't have a long duration and loses its effect after about fifteen minutes (around 15 turns in combat). When the effect ends, the area returns to its natural light level. The spell ends immediately if the caster loses consciousness. Does not work in areas of magical darkness.

PORFIC

Type: Combat	Range: Self
Resist: None	Learn Chance: 50%

An unseen magical shield is conjured in front of the priest which lowers AC by 4.

KATANA

Type: Combat	Range: 1 target
Resist: None	Learn Chance: 40%

Creates a vacuum around the target's weapon which raises accuracy by 5% and damage by 1. Works on ranged weapons.
Can be stacked on the same target (the second cast would raise accuracy to 10% and confer +2 damage). Effect ends after combat.

Level 2

MATU

Type: Combat	Range: 6 targets
Resist: None	Learn Chance: 80%

A stronger version of KALKI which draws more divine power. Lowers AC by 2.

CALFO

Type: Non-combat	Range: N/A
Resist: None	Learn Chance: 100%

A spell which allows one to see through a designated door or box and identify whether it is trapped and with what kind of trap.
The GM secretly rolls a d100 and, on a result of 95 or below, truthfully tells the party what kind of trap there is. On a roll of 96 or above, the party obtains incorrect information.

MANIFO

Type: Universal	Range: 1x3
Resist: PIEx6	Learn Chance: 70%

The priest version of KATINO.
Affected targets are unable to move and lose their action.
At the end of each round, they roll a d100 and recover if their result is less than or equal to VITx4.
Targets already affected by KATINO ignore the effect of MANIFO.

MONTINO

Type: Universal	Range: 1x3
Resist: PIEx5	Learn Chance: 50%

A spell which stops the vibrations of air around the target meaning sound waves don't travel. This prevents affected targets from being able to cast spells as the magic incantations cannot be verbalised.
It also makes allies more silent. A thief affected by this spell increases the result of their luck check to perform scouting unseen by 6. The spell's effect ends after three minutes (three rounds in combat).

TOKI

Type: Combat	Range: 1 target
Resist: None	Learn Chance: 40%

A spell which increases the target's speed, raising their agility by three points.
This spell takes effect immediately so the agility-based combat order can be changed.

If an AGI 13 priest casts this spell on an AGI 9 fighter, the fighter's agility immediately becomes 12 and so he goes before creatures with AGI of 11 or less. If there were already a monster with AGI 12, it and the fighter would roll against one another to determine who moves first. This spell cannot increase AGI above 18.

Level 3

LOMILWA

Type: Universal	Range: Self
Resist: None	Learn Chance: 40%

A more powerful version of MILWA. Illuminates 30 meters ahead and lasts for one hour (perhaps easiest to measure as one hour in real time). Has the same weaknesses as MILWA (doesn't work in areas of magical darkness and disappears if the caster loses consciousness).

DIALKO

Type: Universal	Range: 1 target
Resist: None	Learn Chance: 100%

Restores the ability to move to those who have lost it to magic or monsters abilities. Cures the effects of KATINO, MANIFO as well as paralysis. Unfortunately, does nothing for those unlucky enough to find themselves petrified or dead.

LATUMAPIC

Type: Universal	Range: 1 target
Resist: None	Learn Chance: 50%

A magic which reveals information about enemies.
In combat, it can be hard to strategise or properly fight without knowing what you are fighting. LATUMAPIC reveals the names of the monsters being fought or, in the case of humans, their class and level. It will work on dead bodies. Note, however, it reveals the names only on the instant of being cast. It will not show names of creatures that subsequently appear and so will have to be cast again.

BAMATU

Type: Combat	Range: 6 targets
Resist: None	Learn Chance: 40%

A more powerful version of MATU. Lowers all target's AC by 4 points.

Level 4

DIAL

Type: Universal	Range: 1 target
Resist: None	Learn Chance: 100%

A more powerful DIOS. Cures the target of 2d8 damage.

BADIAL

Type: Damage	Range: 1 target
Resist: None	Learn Chance: 60%

Weaponised DIAL. Deals 2d8 damage to the target.

LATUMOFIS

Type: Universal	Range: 1 target
Resist: None	Learn Chance: 40%

Purges the target of poison.
Poison can be a death sentence without this spell or potions which cure it.

MAPORFIC

Type: Universal	Range: 6 targets
Resist: None	Learn Chance: 60%

Lowers the targets AC by 2 but isn't restricted to use in battle. The effect lasts for one hour of real time. As a downside, however, the effect cannot be stacked with itself.

BATOKI

Type: Combat	Range: 6 targets
Resist: None	Learn Chance: 30%

In dangerous encounters often the tide of battle is determined by who acts first. This spell increases the agility of all targets by 3 and, as TOKI, rewrites the turn order at the time it is cast.

If the new agility score would exceed 18, that character may act before any monsters at AGI 18 (assume an order 21, 20, 19 if there are multiple characters who would exceed 18).

Level 5

DIALMA

Type: Universal	Range: 1 target
Resist: None	Learn Chance: 100%

Restores 3d8HP.
In this world, a wound DIALMA can't instantly heal can be thought of as a truly grievous injury.

BADIALMA

Type: Damage	Range: 1 target
Resist: None	Learn Chance: 40%

The healing power of DIALMA reversed. Deals 3d8 damage.

LITOKAN

Type: Damage	Range: 1x3
Resist: PIEx4	Learn Chance: 60%

Pillars of fire scorch anyone in range for 3d8 damage.

KANDI

Type: Universal	Range: 1 target
Resist: None	Learn Chance: 50%

In the world of Wizardry, resurrection of the dead is possible if one has a corpse but retrieving the body of someone killed in a dungeon is often easier said than done- which is where this spell comes in.
If you know the name of the person you are looking for and their body is within 100 meters, KANDI reveals their exact location relative to the caster's.

DI

Type: Universal	Range: 1 target
Resist: None	Learn Chance: 50%

Restores a dead target to life with 1HP.
You must have the target's body at hand and they must succeed on a VITx4 roll on a d100. If they fail, their body turns to ash: a state from which only the KADORTO spell can restore them.
Even if the magic succeeds, the resurrection process is very taxing on the resurrected and permanently reduces their vitality score by one (causing them to disappear irrevocably if it falls beneath 3).

BADI

Type: Universal	Range: 1 target
Resist: PIEx6	Learn Chance: 40%

Reversed form of DI. Stops whatever mechanism provides life to the target (blood flow in humans) and causes instant death. At least it's over quickly.

Level 6

LORTO

Type: Damage	Range: 2x3
Resist: PIEx4	Learn Chance: 40%

Countless spectral blades of light appear and shred those in range for 6d6 damage. The dance of the blades is said to be one of the most beautiful spectacles in all magic (for those not on the receiving end, anyway).

MADI

Type: Universal	Range: 1 target
Resist: None	Learn Chance: 100%

Fully restores all of the target's HP and cures them of anything short of being dead (poison, paralysis, petrification, etc.). Knowing this spell is what separates the men from the boys when it comes to the healer’s profession.

MABADI

Type: Universal	Range: 1 target
Resist: None	Learn Chance: 50%

The target rolls a 1d8 and their remaining HP becomes the resulting number. This is a truly powerful curse that cannot be resisted even by creatures with special spell resistance.

LOKTOFEIT

Type: Universal	Range: 6 targets
Resist: None	Learn Chance: 100%

God is beseeched to rescue the caster from danger and the party is graciously teleported to the nearest safest location (as decided by the GM).
The drawback is that you can only take up to 5kg of items per person with you (each player chooses what to bring), everything else must be left behind.

Level 7

MALIKTO

Type: Damage	Range: 3x3
Resist: PIEx2	Learn Chance: 40%

Words of great magical power are hurled at the enemy, dealing 12d6 damage.

KADORTO

Type: Universal	Range: 1 target
Resist: None	Learn Chance: 100%

Restores a dead character (whose body is at hand) who succeeds on a VITx5 roll to life with full HP.

If they fail, the body is reduced to ash but KADORTO may be attempted once more.
If they fail a second time, they disappear completely and can never return to life.
As with DI, a character returned from death suffers a permanent 1 point reduction to their vitality score.

5. Items

5.0 What Are Items?

Adventurers require various implements in going about their jobs: from ropes and lamps needed for navigating dungeons, tents for sleeping in the wilderness and weapons for fighting.
This chapter details the various items available in the game as well as offering a summary of the process of creating magical items for the Game Master.

5.1 Weapons and Armour

For those whose lives are fraught with danger and battles with monsters are a frequent occurrence, arms and armour are a necessity.
The types of available weapons and armour as well as their effects, weights and prices are as follows.

A. Melee Weapons

Dagger
Sufficient for killing an unarmoured man, but may come up short against monsters.

Staff
Brings to mind images of sorcerers but as a weapon it is essentially a big stick.

Mace
A cudgel with reinforced metal on the end. Perfectly deadly, but a little cumbersome due to its weight.

Flail
A weapon attached by chain to a wooden or metal rod which is swung with both hands. A version with a spiked ball at the end of the rod is known as a morning star.

Sword
Comes in three varieties:
Short swords - Easy to swing with one hand. Often used by brigands.
Long swords - Conjure up images of stalwart knights. Many fighters lose their lives on reckless adventures over powerful swords.
Greatswords - Necessitate the use of two hands and can't be used with a shield. One such greatsword is the legendary Muramasa Blade…

Axe
Essentially the same as the tool one uses to chop down trees. Can deliver a deeper cut and a more powerful hit than a sword, but requires more strength on the part of the wielder.
Comes in the form of handaxes, battle axes and greataxes (which need two hands to wield).

Spear
A cheap and reliable weapon that has really stood the test of time.
Comes in the 'long' and 'short' varieties.

Warhammer
A gigantic hammer designed for battle. The average man will not get up again after being knocked down with one of these.

Sickle
Think of the tool of the Grim Reaper rather than that of a farmer in envisioning this imposing weapon. Scythes, a variant with a straight outward-protuding blade rather than curved a curved one, can also be found.

Other Weird and Wonderful Weapons.
A carving knife, a frying pan, a giant pair of scissors…
Any sort of weapon can be used for roleplaying purposes by players or given to enemies. Use the following table as reference and decide on what statistics it should have.

Weapon	Damage	Price	Weight	Class
Dagger	1d3	5gp	0.5kg	FSLNTM
Staff	1d4	10gp	1kg	PBM
Mace	1d6	20gp	4kg	FSLNPB
Flail	1d6+1	150gp	10kg	FSLNP
Morning Star	1d4+2	80gp	5kg	FSLNPB
Short Sword	1d6	15gp	1kg	FSLNT
Long Sword	1d8	25gp	3kg	FSLN
Greatsword*	2d8	200gp	7kg	FSLN
Handaxe	1d4+1	10gp	2kg	FSLNT
Battleaxe	1d6+2	140gp	5kg	FSLN
Greataxe*	3d6	200gp	7kg	FSLN
Short Spear	1d6	10gp	2kg	FSLNT
Long Spear	1d8	25gp	4kg	FSLN
Warhammer*	2d6	130gp	8kg	FSLNP
Sickle/Scythe	1d6	40gp	3kg	FSLNT

*denotes two handed weapons

B. Ranged Weapons

Sling
A simple weapon which pelts people with stones.
Stones are free and plentiful.

Bow
Generally made of wood and strung with horsehair or sheep sinew. Generally come either as a small bow or large bow, but massively sized giant bows also exist

Crossbow
Uses a spring based mechanism to propel short arrows called quarrels.

Arbalest
A type of giant crossbow with a sophisticated mechanical assembly which cocks the huge weapon where human hands wouldn't have the strength to.

Throwing Dagger
A dagger designed for ease of throwing and aerodynamics. Can be used as a regular dagger. Must, of course, be retrieved once thrown.

Javelin
A spear designed for good balance and use as a throwing weapon. Can be used as a short spear in melee. Must be retrieved once thrown.

Throwing Axe
An axe designed for use as a throwing weapon. Can be used as a regular handaxe.

Weapon	Damage	Range	Price	Weight	Class
Sling*	1d4	30m	30gp	1kg	FSLNT
Small Bow*	1d6+1	50m	50gp	2kg	FSLNT
Large Bow*	1d8+1	100m	100gp	3kg	FSLNT
Giant Bow*	3d8	200m	5000gp	4kg	FSLNT
Crossbow*	3d6	120m	1000gp	5kg	FSLNT
Arbalest*	3d10	150m	10,000gp	7kg	FSLNT
Throwing Dagger	1d3	20m	10gp	0.5kg	FSLNTM
Javelin	1d10	20m	30gp	2kg	FSLNT
Throwing Axe	1d6	20m	20gp	2kg	FSLNT

*denotes two handed weapons

Stones for the sling weigh 1kg per 10 stones.
10 arrows or quarrels weigh 0.5kg and cost 5gp.
Any type of bow comes with 10 free arrows/quarrels. Each bow has a different size of ammunition which may not be used interchangeably. Arrows/quarrels may not be recovered once fired.

C. Protective Equipment

Categorised into armour, shields, helmets and gauntlets. Only one piece of equipment of each type may be worn at any one time. Protection decreases AC so a character wearing any kind of protective item should have 9AC or less (unless their equipment is cursed).

Armour

- Robe
  The typical vestment of mages. Offers little in way of physical protection.
  Mages are sometimes named for the colour of their robes.

- Leather Armour
  Animal hide strengthened and fashioned into armour through the use of materials such as wax.

- Chain mail
  An effective armour made from a mesh of interlocking chains.

- Breast Plate
  Lacks the total protection of plate mail, but nevertheless affords great protection.

- Plate mail
  Steel armour which extends to the arms and legs and provides excellent protection.

Shield
A vital piece of protection, but unfortunately not one that can be used in conjunction with a two handed weapon. Comes in small and large sizes.

Helm
Provides protection for the head (a rather vital body part).

Gauntlets
Cover the hands and extend to the arm.

Armour	AC	Price	Weight	Class
Robe	-1	10gp	1kg	PBM
Leather Armour	-2	50gp	10kg	FSLNPTB
Chain Mail	-3	100gp	20kg	FSLNPT
Breast Plate	-4	200gp	30kg	FSLNP
Plate Mail	-5	750gp	50kg	FSLN
Small Shield	-1	20gp	5kg	FSLNPTB
Large Shield	-3	40gp	10kg	FSLNP
Helm	-1	100gp	1kg	FSLN
Gauntlets	-1	6000gp	1kg	FSLN

5.2 Other Items

Adventuring isn't all about fighting, there are many other tools not related to combat which are invaluable to the line of work.

Rope
Useful in many situations like climbing or in tying up captured enemies.

Torch
Grants enough light to see five meters ahead. Must be held by hand, so can't be used alongside a two handed weapon. Goes out after one hour passes in real time.

Lamp
An oil lamp with a shutter for controlling the light level. Lasts for four hours of real time and is worn on the belt so may be used with a two-handed weapon.
Four hours worth of oil costs 2gp.

Food rations
Necessary for long journeys. If one goes a full day without food, HP is reduced by 1/10th (rounded up) and HP is no longer recovered by resting. Eating monster flesh is not an option (it'd be safer to go hungry), but with a successful luck check an animal may be caught provided you are outdoors.

Flint
Used to light torches and the like. The HALITO spell can be used instead.

Thieves' Tools
Thieves start the game with these.
Anyone attempting to disarm a trap without them takes a -20% penalty.
Must be purchased by characters who have class changed into a thief (or by a thief who has lost their own set).

Cloak
Offers some protection from the elements but mostly serves to conceal your form and equipment from enemies, such as the full plate which would make it obvious the wearer was probably a fighter.

Winter Clothing
Travellers heading too far north risk freezing to death without proper clothing.

Backpack
It's difficult to carry a large number of items, particularly small ones like coins.
Anyone without a backpack can only carry 10kg worth of coins (about 1000).

Sleeping Bag
Needed for resting at night in the wilderness (though unnecessary if one has a tent). If one rests for six hours in a sleeping back they may recover all HP (however a caster does not recover spells).

Tent
Heavy, but allows a good night's rest however far from civilisation and allows casters to recover spells (and, of course, HP) providing monsters do not attack in the night.
One tent accommodates two people.

Camping Gear
Includes a cooking pot and utensils, flint and containers for water. A necessary item if one intends to source food from hunting rather than rations.

Dead Body
Not an item in the traditional sense, but a necessary inclusion when considering things one might need to carry. A dead body, regardless of the weight of the dead person (consider it an abstraction of a corpse being an awkward thing to carry) weighs 70kg + whatever items they are carrying (perhaps best to leave their possessions behind).

Miscellaneous items
Jewellery, charms, baubles, etc.
1kg per 100.

Money
Comes in silver (sp), gold (gp) and true gold (tg).
1tg is equal in value to 10gp as 1gp is to 10sp.
100 coins of any variety weigh 1kg.

Item	Price	Weight
Rope	1gp per metre	1kg per 10m
Torch	5 for 2gp	1kg per 5
Lamp	20gp	1kg
Rations	3 meals: 5gp	1kg per 3
Flint	5gp	0.1kg
Thieves' Tools	20gp	1kg
Cloak	5gp	1kg
Winter Clothes	20gp	2kg
Sleeping Bag	10gp	1kg
Backpack	10gp	2kg
Tent	50gp	20kg
Camping Gear	30gp	10kg

Vehicles and Mounts

Can't be taken into dungeons, but very useful for outdoor travel.

Horse
1000gp
Carries up to 200kg
Allows travel at 3x speed

Mule
500gp
Carries up to 100kg

Cart
10,000gp
Accommodates four people
Transports up to 1600kg

Canoe
3000gp
Transports up to 300kg

5.3 Magic Items

There are many items which hold strange powers in the world of Wizardry.
What follows is an introduction to magic items, some present in the computer game and some new.

A. Magic Items and Armour

Since ages past, warriors have always strived for powerful arms and armour. The pursuit of a powerful magical item is worthy of being the premise for a story scenario in itself.

Some magical items have alignments of their own and only unleash their full power in the hands of the right wielder. Conversely, they may curse or debilitate someone of the opposite alignment trying to use them, or that person may find themselves unable to pick up the weapon at all. A cursed weapon may also attach itself to the wielder and be impossible to put down, in which case one will need to petition a sufficiently high level bishop for assistance.

Weapons
There are all manner of magical weapons with varying values and effects. The following gives a general guide of what one might expect from basic magic weapons.

+1 weapon:
2 attacks, +5% accuracy, +1 damage
Value is equal to 100 times that of an unenchanted weapon of the same type.

+2 weapon:
3 attacks, +10% accuracy, +2 damage
Value = unenchanted weapon x 1000

+3 weapon:
3 attacks, +15% accuracy, +3 damage
Value = unenchanted weapon x 10,000

The number of attacks represents the minimum number of attacks the weapon performs, not a numerical increase. If a character who can ordinarily perform three attacks picks up a +1 weapon, their number of attacks remains at three. If a character who can only perform one attack picks up a +2 sword, however, their number of attacks is raised to two.

The value represents the price you can expect to find the weapons should they find their way into a shop. A standard, unenchanted longsword sells for 25GP so you can expect a +2 longsword to be sold at 25000GP.
Shopkeepers generally buy magic weapons at half value.

Armour

The following compares magic armour to regular armour of the same type. Magical armour offers better defence and also weighs less the more powerful its enchantment is (and of course costs more).

+1 armour
AC -1, 75% weight, value x 100

+2 armour
AC -2, 50% weight, value x 200

+3 armour
AC -3, 25% weight, value x 400

Round up to the nearest kg when determining the weight of magical armour.

WIZARDRY JOURNAL: Heat

The fighter Heat is only level 2, but he's had the good fortune of coming into a longsword+1 and chain mail+2. If he uses the sword, he'll be able to make two attacks even though he's only level 2 and so wouldn't be able to normally. He'll also get a 5% bonus to his accuracy on top of what he'd normally have based on his statistic scores. Since he has 16 strength, his accuracy against an enemy with 8AC will be (8+2) x5 +10 +5 = 65% for each of his two attacks with his sword. As for the armour, the +2 chainmail by itself will reduce his AC by 5. Combined with his helm and large shield, his AC will be reduced to a value of 1.

Unique Magic Items

Dragon Slayer
A long sword which confers +10% accuracy and deals double damage (2d8) against dragons. Functions as a +1 longsword against non-dragon enemies.

Were Slayer
A long sword with +10% accuracy and double damage (2d8) against lycanthropes. Functions as a +1 longsword against non-lycanthrope enemies.

Mage Masher
A short sword which functions as a shortsword +3 against magic spell casting humanoids. Otherwise functions as a shortsword +1.

Dagger of Speed
A dagger which raises the users attack number to five but sets their AC to 12 for the round following its use (superseding and bonuses from defensive equipment).

Dagger of Thieves
Can only be wielded by thieves and ninjas. Functions as a +3 dagger, however a thief holding this dagger may permanently change their class to ninja retaining all experience points and without change to HP or base statistics (calculate their level as a ninja based on current EXP). This conversion can be done at any time, just declaring the intent to use the ability is enough. Note that this allows a neutral thief to bypass the alignment restriction on class changing to ninja.
It is said only a small number of these daggers exist.

Shuriken
A special weapon usable only by ninja. 3 attacks, +10% accuracy, +5% critical hit rate (can exceed 13%), damage = 1d6+10. A prayer offered by the user of this weapon increases maximum HP by 1 but has a 50% chance to destroy the weapon.

Blade Cusinart
Created by the famed swordsmith Cusinart and regarded as a masterpiece in terms of its balance and sharpness. The sword has been passed down through the Cusinart family for fourteen generations and is now in the hands of William Cusinart.
4 attacks, +10% accuracy, 1d4+8 accuracy.

Mace of Poison
A mace laced with a fast acting toxin. 3 attacks, +15% accuracy and d6 damage. Anyone hit by the mace must succeed a VITx5 check or take an additional d8 damage.

Muramasa Blade
Said to have been created by a great swordsmith in the distant past in a land far to the east from which the art of the samurai and ninja also hail. That land has since fallen into ruin, with its surviving legacy being the legendary blade which found itself carried to this land. However, the passage of ages has seen the sword lost to time and its present location unknown.
3 attacks, +10% accuracy, 3d20 damage.
A prayer offered by the wielder permanently increases STR by 1 but has a 50% chance to cause the weapon to break.

Cold Chainmail
Functions as +3 chainmail. Automatically halves damage from fire magic and fire-based breath damage. That damage may be further reduced by succeeding on the resist check. However, the wearer takes double damage from ice based attacks.

Garb of Lords
May only be equipped by a lord. Functions as a robe +9. Confers the ability to instantly kill on a critical hit as a ninja. Heals 1HP every round in combat, every minute while in a dungeon and every hour (one full turn) in open field movement.
A wearer may pray to fully heal all party members but with a 50% chance for the robe to permanently change into an ordinary robe +3.

Evil items
Armor and weapons which can only (safely) be worn by those of an evil alignment. Includes named weapons like Evil Sword +3, Evil Shortsword +3, Evil Plate +3, etc. An Evil Helm is embedded with a jewel which allows the wearer to freely cast BADIOS.
A good or neutral character attempting to wear one of these items will be cursed.

Diadem of MALOR
A crown which allows a single use of the MALOR spell. May be equipped by anyone and functions as a +1 helm.

B. Some Items from the Computer Game

The following is a list of items which appeared in the computer game Wizardry that may be used as inspiration in thinking of your own magic items.
These items may be used by anyone regardless of class and have a chance to break on use. They will be bought at a relatively low price by shops and generally not sold by them (and will be extraordinarily expensive in the case someone does have one).

Item Name	Effect	Break Chance
Amulet of Jewels	DUMAPIC	Doesn't break
Amulet of MANIFO	MANIFO	10%
Amulet of MAKANITO	MAKANITO	5%
Ring of PORFIC	PORFIC	5%
Ring of Healing	Restores 1HP	Doesn't break
Priest's Ring	Dispel chance +10% (once per round/turn)	Doesn't break
Rod of Flame	MAHALITO	10%
Staff of MONTINO	MONTINO	10%

C. Potions and Scrolls

Items which can replicate the effects of various spells but which can only be used once. Might be bought in shops (but GM be cautious in what you give out with regard to game balance) but will sell at only 1/10th of their listed value.

Potions		Scrolls	
DIOS	100gp	LV1 Spell	500gp
LATUMOFIS	300gp	LV2	1000gp
DIAL	500gp	LV3	2000gp
DIALMA	1000gp	LV4	5000gp
DIALKO	1000gp	LV5	10,000gp
Petrification Cure	10,000gp		

D. A word of Warning About Magic Items

Due to the nature of a TTRPG versus a computer game, it's possible to create a number of wonderful items to make your world more exciting and unique that wouldn't be possible within the constraints of a video game, such as a potion that makes one grow larger or smaller or a crystal ball that can imprison monsters inside. That said, you must be careful about not giving the players items which are too powerful. A magic item able to cast TILTOWAIT as many times and as often as the owner likes will bring an end to the game very quickly and not in a good way. Extremely powerful items should be something one receives along with the fame and fortune that comes with completing a great quest at the very end of the story. Even if players ask you for magic items, you shouldn't give them out in a way that doesn't merit them. Note also that magic weapons hold a far higher value (monetary and otherwise) for adventurers than they do for anyone else in society. A magic sword is something a dungeon-delving fighter would risk life and limb to get his hands on, but for a farmer or a shopkeeper whose clientele are not adventurers it would be almost wholly useless. They should not be regarded as a form of currency.

5.4 Item Identification and Cursed Items

A. Identification by Bishops

Bishops possess the special ability to identify items. When players are given an item, they should be told only what it is based on its physical characteristics, e.g. 'a long sword', 'a ring', etc.
A bishop may spend one turn (one minute) to examine the item and find out whether it's a specific item and what powers, if any, it has.

The player rolls a d100 against the bishop's level x 5 + their modifier from intelligence (the same modifier for spell acquisition) and succeeds in identifying the item if their roll is equal to or below this number.
As usual, even if the bishop's chance for success is 100%, a roll of 91 or above on the die automatically fails. If the die result is 96 or above, the curse on the item (if it has one) activates.
A bishop may attempt to identify an item as many times as they like, until they either succeed or are cursed.

B. Curses

If an identification attempt fails or if one uses a magic item without due caution, then a curse upon an item may activate. The game master decides what curse an item has, but it will typically be something along the lines of '-10% accuracy', 'deal half damage with projectile weapons' or 'decrease agility score by X'. Additionally, a cursed item, once held and with its curse activated, cannot be separated from the wielder. Even if it is taken by force, it will find its way back.
Cursed items add an interesting aspect of play to the game and so the game master shouldn't entertain requests that they not be used.
Details on breaking curses are found below.

5.5 Buying and Selling Items

In the world of Wizardry, there are a few shops who cater to adventurers as their primary customers. Among these, the biggest and most well known is Boltac's Trading Post.
Boltac sells non-magical items at standard value and usually has a few potions and scrolls as well. On the very rare occasions when he gets a magic item, he usually sells it at between 2~10 times its standard value.
Characters may sell unwanted items to Boltac, but he usually buys at 1/20th of their original value. He never goes higher than half their initial value. For this reason, adventurers should try to make use of items they find themselves.
Boltac will not buy unidentified items or cursed items.

Boltac's Trading Post will identify magic items at the cost of 100gp per item.
The experts at the shop never fail to correctly identify items (but there may be special items out there with an enchantment which cannot be magically discerned by anyone).

Boltac's Trading Post also has a service to break the curses on cursed items. This is generally the only way in which cursed items can be removed (unless you feel like begging a Maelific for help). The price varies from 1000GP to 10,000GP depending on how powerful the curse is. The process of removing a curse from an item completely destroys it and it can no longer be used.

WARNING!!!
PLAYERS SHOULD NOT READ ANY FURTHER THAN THIS CHAPTER OR YOUR ENJOYMENT OF THE GAME WILL BE GREATLY IMPACTED!!!

6. Monsters

6.0 What Are Monsters?

When we think about what makes dungeons dangerous, the fact that they're filled with monsters is probably the first thing that comes to mind.
In the world of fantasy, there are numerous different kinds of monsters. Some examples would be monstrous beasts looking to satiate their hunger, humans or human-like beings who have been corrupted by evil, undead being animated by dark magic, unknowable eldritch horrors and demonic or godlike beings. Monsters must be used carefully as they are often a main determinator in whether the player characters live or die.
This chapter introduces each type of monster and the rules concerning their use.

6.1 Humans and Demi-humans as Monsters

In addition to 'monsters' in the truer sense of the word (see 6.3), dungeons are also prowled by hostile humans and demi-humans (humanoids of human-like intelligence). As humans, these 'monsters' have the same statistical scores, abilities, hit points, classes, levels, etc. as player characters in theory, but in practice this would make a lot of work for the game master. To avoid this time expenditure, please use the following system to greatly expedite the creation of hostile humanoids. Another reason to favour this system for creating enemies is that applying the standard method designed for making player characters would mean each enemy human would have a fairly large amount of gold and items and thus provide an excessive reward relative to the effort in defeating them. Note that this is a system for creating enemy humans. Humans who travel as allies with the party (so-called NPCs) should be created with the standard system the same as ordinary player characters.

A. Hit Point Bonus

The following chart shows the HP bonus received by human enemies in accordance with their level. Apply it in the same way as player characters receive an HP bonus based on their vitality score (multiplied by their level). The HP of enemy humans is otherwise decided the same way as that of player characters, with a different die corresponding to their class.

Level	1~3	4~6	7~9	10 or more
	No bonus	+1	+2	+3

B. Morale

The base values for the morale of enemy humanoids are as follows. The GM may make them higher or lower depending on the circumstances.

Level	1~3	4~6	7~9	10 or more
	50	60	70	80

C. Abilities for Fighter-type Classes (Fighter, Samurai, Lord, Ninja)

Level	1~3	4~6	7~9	10 or more
AC Modifier	No bonus	-2	-4	-8
Number of Attacks	1	2	3	3
Accuracy Modifier	No bonus	+5%	+10%	+20%
Agility Score	2d6	2d6+1	2d6+2	2d6+3
Evasion Score	8	9	10	11
Vitality Score	11	12	13	14
Damage Modifier	+1 for each level gained (LV2 = +1)			

＊The Armour Class of enemy units is further reduced by the armour they are wearing.
The usual equipment for each level range is as follows:
Level 1~3: breast plate, large shield = AC 3)
Level 4~6: plate mail, large shield, helm = AC 1
Level 7~9: plate mail, large shield, helm, copper gloves = AC 0
Regardless of level, enemy humanoids use a long sword (1d8).
They are the same as player characters in all other regards.

D. Abilities for Thieves

Level	1~3	4~6	7~9	10 or more
AC Modifier	No bonus	-1	-3	-6
Number of Attacks	1	2	3	3
Accuracy Modifier	No bonus	+5%	+10%	+15%
Agility Score	3d6	3d6+1	3d6+2	3d6+3
Evasion Score	8	9	10	11
Vitality Score	7	8	9	10
Damage Modifier	+1 per each 2 levels gained (e.g. LV3= +1, LV5 =+2)			

＊The standard equipment for thieves regardless of level is leather armour, small shield, short sword (AC 7). They may also possess ranged weapons.

E. Abilities for Mages, Priests and Bishops

Level	1~3	4~6	7~9	10 or more
AC Modifier	No bonus	-1	-2	-3
Number of Attacks	1	1	2	2
Accuracy Modifier	No bonus	+5%	+5%	+10%
Agility Score	2d6	2d6+1	2d6+2	2d6+3
Evasion Score	11	12	13	14
Vitality Score	6	7	8	9
Damage Modifier	+1 per each 2 levels gained (e.g. LV3= +1, LV5 =+2)			

* The AC modifier, number of attacks and damage modifier do not apply to mages. Mages only have one attack regardless of level.
The standard equipment for priests is: breast plate, large shield, mace.
For bishops: leather armour, small shield, mace.
For mages: robe, staff.

F. Spell Uses for Enemy Casters

Enemy casters cast spells in accordance with the following chart regardless of class. Be aware that this means lords, samurai and bishops have access to the same level of spells and number of uses of those spells as mages and priests. Enemy casters know all spells of each level they have access to, however they never cast MAKATINO, LAKATINO, MALOR, HAMAN or MAHAMAN.

		SPELL LEVEL						
		1	2	3	4	5	6	7
CASTER LEVEL	1	1						
	2	2						
	3	3	1					
	4	4	2					
	5	4	3	1				
	6	4	4	2				
	7	4	4	3	1			
	8	4	4	4	2			
	9	4	4	4	3	1		
	10	4	4	4	4	2		
	11	4	4	4	4	3	1	
	12	4	4	4	4	4	2	
	13	4	4	4	4	4	3	1

G. Experience Points

Regardless of the enemy's class, each defeated enemy (per person) gives the following EXP.

Level	1	2	3	4	5	6	7	8	9	10	~
EXP	40	60	100	125	200	250	400	500	800	1000	+200

H. Other Things to Note

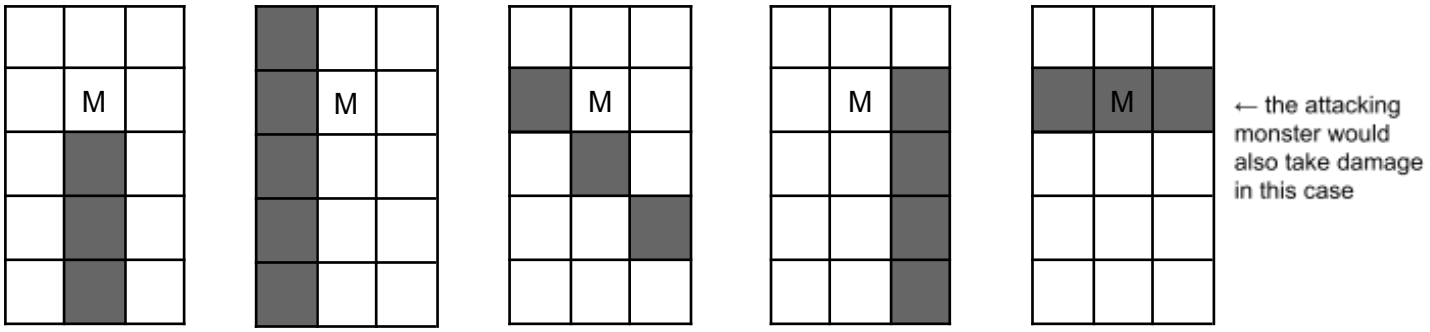
It's important to remember that the players are able to retrieve any items that the enemy characters had on their person after they have been defeated. In other words, if the GM gives enemy characters powerful items, the chance of those items then falling into the hands of the players is very high. If every enemy the players fight has powerful magic equipment, the PCs will, in short order, find themselves kitted out with gear far more powerful than they should have at their level and the players may start to question why they are still bothering with risking their lives in the trap and monster filled dungeon when they already have great wealth and power. Keep this in mind when you decide what equipment to give enemy characters or you may find the game reaches a premature end.

6.2 Rules Concerning Monster Abilities

Breath Attacks

Attacks which involve monsters expelling a damaging breath; perhaps fiery, freezing or poisonous depending on the monster. The area of effect consists of a straight line of up to six spaces (10 meters) on the battle grid of which at least one space must be directly adjacent to the monster using the attack and a diagonal line is permitted (see the examples below).
Any character within a space affected by a breath attack must make a luck x 5 check.
A failure means the creature receives damage equal to half the monster's hit points at the time of making the attack. This damage becomes one quarter of the monster's HP on a success and one eighth if the victim rolls equal to or below their level on the luck check (all damage is rounded down). While the damage from magic is rounded up, the damage from breath attacks are always rounded down. The more damage a monster takes, the less potent its breath attack becomes. All creatures within the area of effect of the breath attack take damage regardless of whether they are player characters or not. Monsters are not able to make a check against breath attacks and automatically take half the attack monster's HP in damage. Some monsters have breath attacks with special properties as detailed in the entries for each monster appearing later in this chapter. The entries also detail how many times each monster can use its breath attack per battle (with a limit of once per round regardless of the total number of breath attacks available to that monster per battle).

Examples of a monster's (M) breath attacks:



Poison

A character who fails a vitality x 5 check becomes poisoned. A poisoned character receives damage each round in combat (about fifteen seconds), every turn during exploration (about one minute) and each full turn during open-field movement (about one hour). Have damage dealt at either the start of the turn or round. If a poisoned character has a Ring of Healing, the healing from the ring will cancel out the effect of the poison (meaning no health is gained or lost). Poison is cured by using either MADI or LATUMOFIS or else by taking the time to rest and recover in a safe location.

Paralyse

A character who fails a vitality x 5 check becomes paralysed and unable to participate in combat. Paralysis can only be cured by the use of MADI or DIALKO. A priest at the Temple of Cant in town will cast DIALKO on a paralysed adventurer for a fee of 100GP. Attacks made against a paralysed character have their accuracy increased by 20% and inflict double damage.

Petrify

A character who fails a vitality x5 check becomes petrified. Petrification can only be cured by MADI. A priest will cast MADI at the Temple of Cant for a fee of 500GP. Attacks against a petrified character receive +20% accuracy and inflict double damage.

Critical Hit

Monsters with this ability have a chance of instantly dispatching their foes.
When rolling the die to determine if the monster hits, if the result is equal to or less than the monster's level then the recipient of that attack is instantly killed.

Call for Help

Some monsters call for help from allies when things are looking bad. A monster may use this ability in place of its attack for that turn and may take no other action for the duration of that turn. The monster makes a check against its level x5 and if it succeeds an ally appears. If there is no place from which an ally could emerge then the ability fails (for example, if Bleebs

jump out of a hole at the party and that hole is then sealed). A monster that appears during a round may take no action until the following round.

Regenerate

The ability to automatically heal wounds taken over the course of battle. The activation of this ability does not prevent the monster from taking its normal actions in combat. The regenerate ability comes into effect at the start of each round and disappears if the monster dies.

Energy Drain

A character hit by a monster possessing this ability loses a level and the corresponding experience points. Note, however, that a character may only lose a level (or levels, depending on the creature) once per combat even if they are hit multiple times. A character whose level becomes 0 or less is lost and cannot be restored.

Flying

A monster with flying may pass through or stop in the spaces of other, non-flying characters during its movement. Two creatures with flying may not occupy the same space unless they are both very small creatures. A flying creature moves and takes actions as normal while flying. Attacks made against creatures with flying are the same as against normal creatures.

Spell Resistance

Monsters with this ability are able to negate magic used against them. If a monster with this ability has a spell cast against it then a roll is made against its individual spell resistance score and if the result is equal to or less than that score then the spell has no effect (even if it's a damage spell). If the monster fails its spell resistance roll, it is still entitled to resist as normal (via a check against vitality/agility/etc.) Some spells cannot be negated by spell resistance (consult the list of spells in chapter 4).

Gaze

A monster with this ability is able to stop a character from being able to move simply by staring at them. A monster which uses its gaze ability may take no other action during that round.

6.3 Monster Data

Each entry contains the monster's true name and unidentified name as well as its level, AC, HP, agility, vitality, number of attacks, damage, movement, evasion chance, morale, what magic it has access to, the experience granted from defeating it, its dispel chance and special abilities.
When encountering a monster, its true name is learned through succeeding on an intelligence x3 check or by casting LATUMAPIC and is not told to the players otherwise. The monster's level, AC, HP, agility and vitality are all used in the same way as those of the player characters, however its vitality score is used only for the check to recover from KATINO/MANIFO.

A monster's number of attacks and damage are not related to its level, use the figures as they are.
The monster's movement reflects how many spaces it can move in one round. For example a monster with a movement score of 2 can move two spaces and then attack (or three spaces if it forgoes its attack).
The magic section shows what spells the monster can use. A monster with M4 can use all mage spells of level 1~4. M7 P7 means that the monster can use all mage spells and all priest spells of up to level 7. See 6.1 for more details on magic usage by monsters.
Evasion is used by the monster to resist magic. It is equivalent to and used in place of the intelligence, faith and luck scores possessed by player characters.
Morale reflects the monster's likelihood of fleeing battle (see 3.4).
Experience shows how many experience points each player character receives when one monster of that type is defeated.

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Orc

Unidentified Name: Humanoid

Level	1	Special Abilities: None
AC	10	
HP	1D4+1	Notes: Intelligent. Speaks Orcish.
Agility	1D6+6	
Vitality	5	Description: A small, impish creature with red skin and a pig-like snout. They are physically unthreatening and quick to flee when threatened but are cunning and have no qualms with deception or treachery.
No. of Attacks	1	
Damage	1D4	
Movement	1	
Magic	None	
Evasion	5	
Morale	40	
Experience	30	
Dispel Chance	N/A	

Creeping Coin

Unidentified Name: Small Object

Level	1	Special Abilities: Breath Attack x4
AC	4	
HP	1D3+1	Notes: Calls for help. Small enough for 2 to enter a single space. Does not sleep.
Agility	1D6+6	
Vitality	1	Description: A peculiar creature resembling a living coin which moves around with a strange hopping. Is feared for its frequent use of its ability to let out a stream of fire and adventurers without area of effect magic may find themselves in for a tough fight. If just one of their number is defeated they start to call for more allies who spring forth from nearby treasure chests.
No. of Attacks	1	
Damage	1	
Movement	1	
Magic	None	
Evasion	1	
Morale	100	
Experience	60	
Dispel Chance	N/A	

Kobold

Unidentified Name: Humanoid

Level	1	Special Abilities: None
AC	8	
HP	2D3+1	Notes: Intelligent. Speaks Kobold.
Agility	1D6+2	
Vitality	5	Description: A small monster with a dog-like face. They size up their opponents and are quick to run if they don't think a fight will go in their favour. They are weak against magic and are rarely able to avoid the effects of damaging spells.
No. of Attacks	2	
Damage	1D4	
Movement	1	
Magic	None	
Evasion	5	
Morale	50	
Experience	40	
Dispel Chance	N/A	

Bubbly Slime

Unidentified Name: Slime

Level	1	Special Abilities: None
AC	12	
HP	2D3	Notes: Mindless. Does not sleep.
Agility	1D4+2	
Vitality	6	Description: A creature resembling a frothing jelly. Is driven to attack adventurers by its endless hunger. Doesn't typically carry treasure, but some items belonging to its previous victims might be found. Is often able to halve the damage from incoming magic due to its high evasion.
No. of Attacks	1	
Damage	1D4	
Movement	1	
Magic	None	
Evasion	13	
Morale	100	
Experience	10	
Dispel Chance	N/A	

Undead Kobold

Unidentified Name: Skeleton

Level	2	Special Abilities: None
AC	8	
HP	1D6+2	Notes: Undead. Follows orders from its creator loyally.
Agility	1D6+6	
Vitality	9	Description: The remains of kobolds who died in dungeons reanimated by dark magic. A prayer or two from a priest ought to send them on their way.
No. of Attacks	1	
Damage	1D6	
Movement	1	
Magic	None	
Evasion	7	
Morale	100	
Experience	30	
Dispel Chance	50%	

Gas Cloud

Unidentified Name: Smoke Monster

Level	2	Special Abilities: Paralyse Attack
AC	2	
HP	2D4	Notes: Slight intelligence.
Agility	2D4+3	
Vitality	9	Description: A toxic cloud that floats around dungeons but can move of its own volition. Attacks adventurers by trying to envelope them.
No. of Attacks	1	
Damage	1D4	
Movement	1	
Magic	M2	
Evasion	6	
Morale	60	
Experience	60	
Dispel Chance	N/A	

Creeping Crud

Unidentified Name: Slime

Level	3	Special Abilities: Poison Attack
AC	8	
HP	2D6	Notes: Mindless
Agility	1D6+2	
Vitality	8	Description: A ravenous, slime-like creature. Eats pretty much anything it comes across, which has earned it the nickname of the 'dungeon cleaner'. A common theory is that the Creeping Crud is the primary reason dungeons aren't completely littered with dead monsters and adventurers.
No. of Attacks	1	
Damage	1D4	
Movement	1	
Magic	None	
Evasion	6	
Morale	100	
Experience	50	
Dispel Chance	N/A	

Zombie

Unidentified Name: Weird Humanoid

Level	3	Special Abilities: Paralyse Attack
AC	4	
HP	1D8+3	Notes: Undead. Slight intelligence.
Agility	1D4+5	
Vitality	8	Description: A corpse given life by magic and created by forces unknown to serve some purpose. They're often seen guarding treasure or some specific point in dungeons.
No. of Attacks	1	
Damage	1D6	
Movement	1	
Magic	None	
Evasion	8	
Morale	100	
Experience	50	
Dispel Chance	55%	

Vorpal Bunny

Unidentified Name: Strange Animal

Level	3	Special Abilities: Critical
AC	6	
HP	2D6+6	Notes: Animal
Agility	2D6	
Vitality	6	Description: A rabbit with dangerously sharp incisors. One bite can be fatal if they manage to sink their teeth into your throat.
No. of Attacks	2	
Damage	1D6	
Movement	1	
Magic	None	
Evasion	7	
Morale	70	
Experience	100	
Dispel Chance	N/A	

Capybara

Unidentified Name: Giant Rodent

Level	4	Special Abilities: Poison Attack
AC	8	
HP	3D6	Notes: Animal.
Agility	2D6+1	
Vitality	8	Description: A rodent the size of a large dog. Their teeth harbour an abundance of bacteria and sickness and high fever usually follow being bitten by one.
No. of Attacks	1	
Damage	1D10	
Movement	1	
Magic	None	
Evasion	6	
Morale	60	
Experience	80	
Dispel Chance	N/A	

Coyote

Unidentified Name: Dog

Level	4	Special Abilities: None
AC	8	
HP	4D6	Notes: Animal
Agility	2D6+3	
Vitality	9	Description: A dog-like animal in the same family as hyenas which scavenges dead bodies. They're not usually predisposed to attack living targets but may do so when desperate. A show of strength might be enough to send them running.
No. of Attacks	1	
Damage	3D6	
Movement	2	
Magic	None	
Evasion	6	
Morale	40	
Experience	60	
Dispel Chance	N/A	

Giant Toad

Unidentified Name: Frog

Level	5	Special Abilities: Poison Attack
AC	7	
HP	3D6+2	Notes: Animal
Agility	2D6	
Vitality	9	Description: A gigantic toad about the size of a horse. In addition to their normal attacks, a giant toad may attempt to catch a hold of a character and swallow them alive. A swallowed character will be fully digested after 2D6 hours have passed. Without help, a swallowed character's only chance of survival is to attack the toad from the inside. An attack can be attempted once per hour by passing a vitality x3 check. The toad's stomach has an AC of 10.
No. of Attacks	3	
Damage	3D6	
Movement	1	
Magic	None	
Evasion	6	
Morale	60	
Experience	80	
Dispel Chance	N/A	

Dragon Fly

Unidentified Name: Fly

Level	5	Special Abilities: Breath Attack x3, Spell Resistance 20%
AC	4	
HP	2D6	Notes: Magical beast
Agility	1D6+8	
Vitality	10	Description: A strange creature that lives up to its name, being something like a fly modified to resemble a dragon. Perhaps due to its supernatural nature, it has a slight inherent resistance to spells. It's feared for its propensity to attack the back line of adventuring parties with its breath attack.
No. of Attacks	3	
Damage	2D6	
Movement	2, Flying	
Magic	None	
Evasion	5	
Morale	80	
Experience	70	
Dispel Chance	N/A	

Were Bear

Unidentified Name: Bear

Level	5	Special Abilities: Poison Attack, Paralyse Attack
AC	6	
HP	4D6+10	Notes: Lycanthrope
Agility	2D6+1	
Vitality	12	Description: There exist humans who can take animal-like forms called lycanthropes and this is one such variety (a werewolf is another). Normally the were bear appears as a powerful looking man, but transforms into a bear when in battle. In human form, it is as intelligent as any other man, but when transformed its mind regresses into that of an animal.
No. of Attacks	1	
Damage	3D6+1	
Movement	1	
Magic	None	
Evasion	8	
Morale	65	
Experience	120	
Dispel Chance	N/A	

Huge Spider

Unidentified Name: Giant Insect

Level	6	Special Abilities: Poison Attack, Web
AC	6	
HP	4D6+2	Notes: Insect. Can walk on the walls and ceiling (functionally identical to flying).
Agility	2D6+3	
Vitality	8	Description: A monstrously large spider. In addition to its normal attack, it has the ability to spit a stream of webbing at a victim. If the target fails an agility x5 check they are completely enveloped in sticky webbing and may only be freed by burning the web or cutting them free with a dagger. In the event of the web being burned, the entrapped victim suffers 1D6 damage from the fire. It takes 2D6 rounds of combat for the victim to be freed from the web.
No. of Attacks	1	
Damage	2D6	
Movement	1, wall walking	
Magic	None	
Evasion	6	
Morale	65	
Experience	100	
Dispel Chance	N/A	

Rotting Corpse

Unidentified Name: Weird Humanoid

Level	6	Special Abilities: Paralyse Attack
AC	6	
HP	3D6	Notes: Undead
Agility	1D6+2	
Vitality	11	Description: A horrific moving cadaver just as likely as a zombie to be cast in a horror film. Sometimes referred to as a ‘ghoul’, they mostly spend their time feeding on corpses but have been known to become feral and start attacking living humans.
No. of Attacks	3	
Damage	2D6	
Movement	1	
Magic	None	
Evasion	7	
Morale	100	
Experience	70	
Dispel Chance	45%	

Ogre

Unidentified Name: Humanoid

Level	7	Special Abilities: None
AC	5	
HP	3D10+10	Notes: Intelligent. Speaks Ogreish.
Agility	1D6+7	
Vitality	13	Description: A man-eating giant of about three metres in height. Not a particularly intelligent creature, but not to be taken lightly due to its great strength. Trying to trick them can be an effective tactic.
No. of Attacks	1	
Damage	3D6	
Movement	1	
Magic	None	
Evasion	7	
Morale	80	
Experience	140	
Dispel Chance	N/A	

Gas Dragon

Unidentified Name: Dragon

Level	7	Special Abilities: Breath Attack x3
AC	3	
HP	4D8	Notes: Intelligent. Speaks Draconic.
Agility	2D8	
Vitality	13	Description: Also called a green dragon. Projects a poisonous, chloric breath which, in addition to dealing the standard breath damage, has a chance of poisoning anyone it hits. After making the luck check to try to reduce the damage from the breath attack, everyone affected should then make a vitality x5 check to avoid being poisoned. It would take a very skilled team of warriors to have any chance of survival fighting against multiple of these creatures at once.
No. of Attacks	3	
Damage	2D10	
Movement	1, Flying	
Magic	M1	
Evasion	9	
Morale	85	
Experience	300	
Dispel Chance	45%	

Killer Wolf

Unidentified Name: Wolf

Level	7	Special Abilities: None
AC	0	
HP	4D6+10	Notes: Animal
Agility	1D6+10	
Vitality	8	Description: A feral wolf. Cunning and always travel in packs. They're nocturnal, so you should be careful when camping or you may wake up in the middle of the night to find yourself surrounded by them.
No. of Attacks	2	
Damage	2D8	
Movement	2	
Magic	None	
Evasion	7	
Morale	85	
Experience	200	
Dispel Chance	N/A	

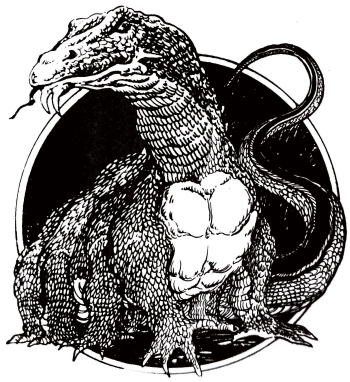
Grave Mist

Unidentified Name: Unseen Entity

Level	7	Special Abilities: Paralyse Attack
AC	4	
HP	4D8	Notes: Undead
Agility	2D6	
Vitality	9	Description: True to its name, a strange ethereal presence that haunts graveyards. They are born from people dying with hearts filled with negative emotions like hatred or a desire for revenge. A good priest ought to send these poor wretches to the afterlife. They have been known to request some kind of favour from adventurers.
No. of Attacks	3	
Damage	2D8	
Movement	1, Flying	
Magic	None	
Evasion	12	
Morale	90	
Experience	180	
Dispel Chance	45%	

Gaze Hound

Unidentified Name: Strange Animal



Level	7	Special Abilities: Gaze
AC	-1	
HP	4D8	Notes: Magical beast
Agility	2D6	
Vitality	12	Description: An unsettling creature, something like a large dog but possessing a baleful ‘evil eye’. If a person stared at by the creature fails to avert their eyes from its gaze (by failing a luck x3 check), they become instantly paralysed.
No. of Attacks	2	
Damage	3D6	
Movement	1	
Magic	None	
Evasion	13	
Morale	95	
Experience	450	
Dispel Chance	N/A	

Spirit

Unidentified Name: Unseen Entity

Level	7	Special Abilities: Regenerate 7HP, Spell Resistance 25%
AC	-1	
HP	4D6+20	Notes: Undead
Agility	3D6	
Vitality	7	Description: A ghost, simply put. The souls of those who lived evil lives are called forth by wicked beings and formed into these creatures. Whether it's something they only gained after death or knew while they were still living is unclear, but spirits have access to some magic and are also somewhat resistant to it.
No. of Attacks	1	
Damage	1D4	
Movement	1	
Magic	M3	
Evasion	10	
Morale	95	
Experience	300	
Dispel Chance	40%	

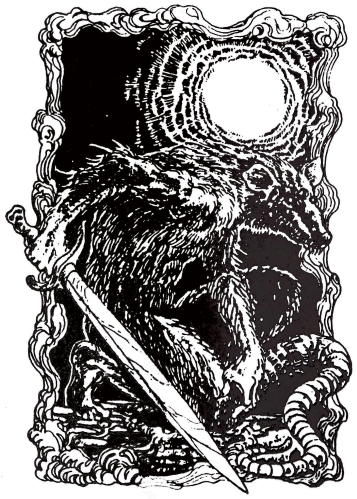
Boring Beetle

Unidentified Name: Giant Insect

Level	7	Special Abilities: None
AC	3	
HP	4D6+10	Notes: Insect
Agility	1D6+7	
Vitality	9	Description: A giant beetle which digs holes in the ground and inhabits them. They have very powerful mandibles and can deliver a severe injury with them. Insects are vulnerable to cold so hit them with DALTO.
No. of Attacks	1	
Damage	3D6+2	
Movement	1	
Magic	None	
Evasion	8	
Morale	80	
Experience	100	
Dispel Chance	N/A	

Were Rat

Unidentified Name: Giant Rat



Level	7	Special Abilities: None
AC	6	
HP	4D6+1	Notes: Lycanthrope
Agility	1D6+7	
Vitality	11	Description: Usually appears as a scruffy looking human but transforms into a giant rat to fight. It can stand on two legs even in rat form and so wields weapons in battle.
No. of Attacks	2	
Damage	1D8	
Movement	1	
Magic	None	
Evasion	8	
Morale	70	
Experience	80	
Dispel Chance	45%	

Wyvern

Unidentified Name: Strange Animal

Level	7	Special Abilities: Poison Attack
AC	-2	
HP	5D6+20	Notes: Magical beast
Agility	2D6+6	
Vitality	10	Description: A creature whose majestic presence and form saw it adorn the coats of arms of noble families in Medieval England. Despite its superficial resemblance to a dragon, however, it is a totally different creature. It lacks the intelligence of a dragon and neither can it use magic or breath fire as a dragon can. It does, however, have the rather uncouth trait of brandishing its tail ending in a poisonous stinger.
No. of Attacks	3	
Damage	2D10	
Movement	1, Flying	
Magic	None	
Evasion	12	
Morale	95	
Experience	500	
Dispel Chance	N/A	

Attack Dog

Unidentified Name: Dog

Level	8	Special Abilities: None
AC	1	
HP	4D8	Notes: Animal
Agility	1D6+10	
Vitality	10	Description: A mad dog with a keen sense for battle. They attack in a group with a mind to hunt for prey. However they are in actuality quite cowardly with a tendency to flee.
No. of Attacks	2	
Damage	3D6	
Movement	2	
Magic	None	
Evasion	7	
Morale	60	
Experience	120	
Dispel Chance	N/A	

Shade

Unidentified Name: Unseen Entity

Level	8	Special Abilities: Energy Drain (1 level)
AC	7	
HP	3D8+3	Notes: Undead
Agility	1D6+3	
Vitality	8	Description: A shadow-like being thought to be a kind of darkness elemental. It's not a creature of this world and as such has a very limited power to inflict physical damage on humans. It can, however, drain the life energy of those it touches.
No. of Attacks	1	
Damage	1D4	
Movement	1	
Magic	None	
Evasion	11	
Morale	100	
Experience	200	
Dispel Chance	40%	

Dragon Puppy

Unidentified Name: Dragon

Level	8	Special Abilities: Breath Attack x3
AC	4	
HP	5D10	Notes: Dragon.Child-like intelligence.
Agility	2D6+2	
Vitality	11	Description: A true and noble dragon, albeit a child. It hasn't the strength of an adult and so can't deal much physical damage and neither can it use any magic but the power of its breath attack is not to be taken lightly.
No. of Attacks	1	
Damage	1D10	
Movement	1, Flying	
Magic	None	
Evasion	11	
Morale	90	
Experience	400	
Dispel Chance	N/A	

Were Wolf

Unidentified Name: Wolf/Humanoid

Level	8	Special Abilities: None (Regenerate 5 HP)
AC	5	
HP	6D6	Notes: Lycanthrope
Agility	2D8	
Vitality	10 (15)	Description: Such a famous monster needs no introduction. The werewolf is at his most powerful during the three days around the full moon. If a werewolf is encountered during this time it gains an extra attack, its vitality increases to 15, its evasion increases to 12 and it gains regenerate 5HP (meaning it automatically heals 5HP at the start of every round).
No. of Attacks	2 (3)	
Damage	2D8	
Movement	1	
Magic	None	
Evasion	9 (12)	
Morale	90	
Experience	170	
Dispel Chance	N/A	

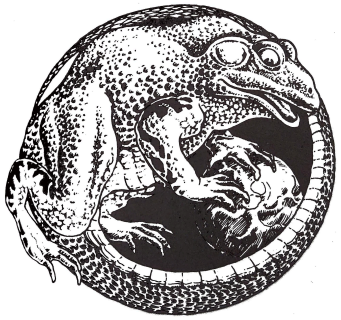
Giant Spider

Unidentified Name: Giant Insect

Level	9	Special Abilities: Poisonous Breath x2
AC	4	
HP	3D10+10	Notes: Insect
Agility	1D6+10	
Vitality	8	Description: A type of spider which inhabits holes it digs out. It's distinct from the Huge Spider in that it can't spit webs but can instead release a poisonous spray. This spray functions as a breath attack but deals no damage to its targets, instead poisoning them (no vitality check is made, as with an ordinary breath attack a luck x5 check is made with failure meaning the victim becomes poisoned).
No. of Attacks	1	
Damage	3D6	
Movement	1, Wall Climbing	
Magic	None	
Evasion	9	
Morale	90	
Experience	150	
Dispel Chance	N/A	

Bleeb

Unidentified Name: Strange Animal



Level	9	Special Abilities: Reduces the damage from all damage-type magic except MABADI by half.
AC	0	
HP	2D20+30	Notes: Calls for help. Animal.
Agility	2D6+3	
Vitality	12	Description: An animal resembling a frog with a long tail. It lives in large groups within holes it digs within caves. THe dangerous thing about the Bleep is its proclivity to immediately call for allies in battle. If things aren't looking good even with help, it won't hesitate to run away. For whatever reason, Bleebs are highly resilient to magic and can reduce the damage of any incoming damage type magic by half (even TILTOWAIT). Other types of spells such as BADI, LAKANITO and DILTO affect them normally. Even though their ability halves damage from damage spells, they are still able to resist those spells normally and so may well further reduce the damage.
No. of Attacks	2	
Damage	2D8	
Movement	1	
Magic	None	
Evasion	18	
Morale	60	
Experience	400	
Dispel Chance	N/A	

Medusa Lizard

Unidentified Name: Strange Animal

Level	9	Special Abilities: Petrify Attack
AC	6	
HP	5D10	Notes: Magical beast. Nearly mindless.
Agility	2D6	
Vitality	12	Description: Also known as a basilisk. Said to have been born from the egg of a hen despite its lizard-like appearance. Anyone who looks into this creature's eyes must succeed on a luck x3 check or be turned to stone. Beware if you find yourself in an area of the dungeon filled with statues of people with surprised expressions on their faces; it may be the lair of a medusa lizard.
No. of Attacks	1	
Damage	1D4	
Movement	1	
Magic	None	
Evasion	10	
Morale	95	
Experience	400	
Dispel Chance	N/A	

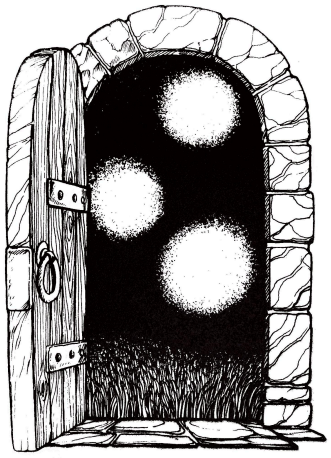
Earth Giant

Unidentified Name: Humanoid

Level	10	Special Abilities: Spell Resistance 85%
AC	-1	
HP	5D20	Notes: Intelligent. Speaks Giant.
Agility	2D6+4	
Vitality	15	Description: A giant born from the power of the earth itself. Giants have always been unruly by nature but never used to be evil creatures. It may be that they're being controlled by some unseen, wicked force and will return to normal if its hold over them is severed.
No. of Attacks	3	
Damage	3D10	
Movement	1	
Magic	None	
Evasion	7	
Morale	95	
Experience	800	
Dispel Chance	N/A	

Will o' Wisp

Unidentified Name: Unseen Entity



Level	10	Special Abilities: Lightning Attack, Spell Resistance 95%
AC	-8	
HP	4D20	Notes: Undead
Agility	2D4+10	
Vitality	12	Description: An evil miasma that emerges from the corpses of monsters, or perhaps the souls of dead adventurers; there are multiple explanations as to what causes this creature to appear. Its drifting form is almost intangible and so it will be very hard to deal with one without magical weapons. Its lightning attack functions the same as the spell MALIKTO (requiring a vitality x5 check) and the wisp may use it any number of times.
No. of Attacks	1	
Damage	1D4	
Movement	1	
Magic	None	
Evasion	15	
Morale	100	
Experience	1500	
Dispel Chance	5%	

Gargoyle

Unidentified Name: Stone Statue

Level	10	Special Abilities: Spell Resistance 50%
AC	5	
HP	4D8+4	Notes: Magical beast. Doesn't sleep.
Agility	2D6	
Vitality	15	Description: The beautifully crafted gargoyles which adorn the roofs of Western architecture are symbolic protectors against evil, but these ones are anything but. It's an unfortunately common occurrence in the life of adventurers to approach a statue in the dungeon only to have it turn out to be one of these creatures bent on protecting the dungeon from intruders.
No. of Attacks	3	
Damage	3D8	
Movement	1, Flying	
Magic	None	
Evasion	12	
Morale	100	
Experience	160	
Dispel Chance	N/A	

Chimera

Unidentified Name: Strange Animal

Level	10	Special Abilities: Flame Breath x3
AC	2	
HP	4D8+20	Notes: Magical beast. Mindless.
Agility	2D6+3	
Vitality	12	Description: A man-made monster created by combining a dragon, a lion and a goat. The dragon head breathes fire, the lion head delivers savage bites and the goat head attempts to ram victims with its horns (though it can only do one of the three each turn). Despite having three heads, it's a very simple minded creature and doesn't think of anything except eating adventurers.
No. of Attacks	3	
Damage	3D10	
Movement	1, Flying	
Magic	None	
Evasion	12	
Morale	85	
Experience	600	
Dispel Chance	N/A	

Gorgon

Unidentified Name: Strange Animal

Level	10	Special Abilities: Breath Attack x3
AC	-3	
HP	2D10+20	Notes: Magical beast.
Agility	2D6+1	
Vitality	16	Description: A creature that looks like a bull covered in scales of hardened steel. In addition to being able to eject a powerful steam breath, it can deliver a fierce ramming attack. If a character is separated from the gorgon by one space in a straight line, it can close the distance and perform its ramming attack which doubles the damage from its normal attack unless the victim can succeed on an agility x3 check in which case the damage is not doubled. Damage doubled or not, whether the attack succeeds is determined in the usual fashion.
No. of Attacks	1	
Damage	3D10	
Movement	1	
Magic	None	
Evasion	10	
Morale	95	
Experience	500	
Dispel Chance	N/A	

Nightstalker

Unidentified Name: Unseen Entity

Level	10	Special Abilities: Energy Drain (1 level), Spell Resistance 25%
AC	1	
HP	4D8+10	Notes: Undead
Agility	1D6+6	
Vitality	9	Description: It's said that humans who have given themselves over to pure evil transform into these creatures. They seem to have a deep hatred for people and prowl the darkness looking for adventurers to attack.
No. of Attacks	1	
Damage	1D6	
Movement	1	
Magic	None	
Evasion	9	
Morale	100	
Experience	300	
Dispel Chance	45%	

Life Stealer

Unidentified Name: Unseen Entity

Level	10	Special Abilities: Energy Drain (1)
AC	3	
HP	5D8+3	Notes: Undead
Agility	1D8+6	
Vitality	10	Description: A creature which sustains its existence by stealing the life energy of adventurers. As its ice-like grip tightens around its victims, it makes a meal of all their accumulated knowledge and experience as it ends their lives. Some people know them as ‘wraiths’.
No. of Attacks	1	
Damage	1D4	
Movement	1	
Magic	M3P3	
Evasion	10	
Morale	100	
Experience	400	
Dispel Chance	40%	

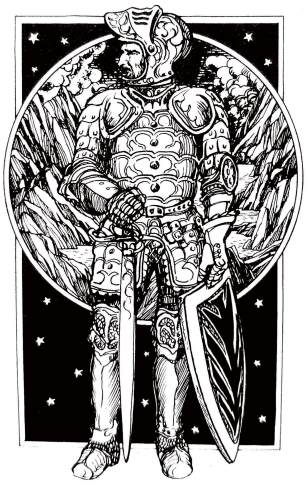
Were Tiger

Unidentified Name: Tiger/Humanoid

Level	10	Special Abilities: Poison Attack, Regenerate 8HP
AC	4	
HP	3D6+20	Notes: Lycanthrope
Agility	1D8+10	
Vitality	12	Description: A lycanthrope which transforms into a tiger. Their sharp teeth are venomous so be careful if one bites you.
No. of Attacks	3	
Damage	2D6+5	
Movement	2	
Magic	None	
Evasion	9	
Morale	95	
Experience	250	
Dispel Chance	N/A	

Ogre Lord

Unidentified Name: Humanoid



Level	11	Special Abilities: Regenerate 8HP
AC	4	
HP	4D6+20	Notes: Human-like intelligence. Speaks Ogreish.
Agility	2D6+1	
Vitality	14	Description: An ogre of particular intellectual capabilities: so much so that it can use magic. Unfortunately, they remain man-eating monsters with only evil on their agendas. They tend to be a bit absent-minded, which it may be possible to exploit.
No. of Attacks	1	
Damage	3D10	
Movement	1	
Magic	M3	
Evasion	10	
Morale	85	
Experience	600	
Dispel Chance	N/A	

Vampire

Unidentified Name: Weird Humanoid

Level	11	Special Abilities: Energy Drain (1), Spell Resistance 20%
AC	-1	
HP	3D20+20	Notes: Undead
Agility	1D6+6	
Vitality	13	Description: Another monster which needs no introduction. They appear on dark nights to drain humans of their blood to prolong their own lives. Famously weak to sunlight, garlic, crosses, silver weapons. They can turn into bats to get around more quickly, but it's said they can't cross running water.
No. of Attacks	3	
Damage	3D8	
Movement	1	
Magic	M3	
Evasion	9	
Morale	95	
Experience	800	
Dispel Chance	45%	

Dragon Zombie

Unidentified Name: Dragon

Level	12	Special Abilities: Flame Breath (3x2) x2, Spell Resistance 25%
AC	-2	
HP	3D10+50	Notes: Undead
Agility	1D6+6	
Vitality	15	Description: An undead dragon created by extremely powerful dark magic. Whether it has intelligence or not is unknown, but one can sense a pure malice behind its vacant eyes. The breath attack from the dragon zombie is different from normal breath attacks in that it covers a 3x2 space rather than a straight line. As with other breath attacks though, at least one square of the area of effect must be directly adjacent to the dragon.
No. of Attacks	2	
Damage	3D20	
Movement	1	
Magic	M5	
Evasion	12	
Morale	100	
Experience	1000	
Dispel Chance	25%	

Troll

Unidentified Name: Humanoid

Level	12	Special Abilities: Regenerates half of all damage taken up to that point at the start of each round.
AC	4	
HP	3D10+20	Notes: Slight intelligence. Speaks Troll.
Agility	1D6+2	
Vitality	15	Description: While trolls originate as a type of sprite in Scandinavian folklore (a famous example being Tove Jansson's Moomins), the ones depicted here are quite different, instead being repulsive, three metre tall monsters resembling hideously ugly humans. They are very durable and continuously heal from injuries they have sustained each round in combat. A troll's weakness is that it turns to stone and crumbles away if exposed to sunlight.
No. of Attacks	3	
Damage	3D6	
Movement	1	
Magic	None	
Evasion	12	
Morale	95	
Experience	300	
Dispel Chance	N/A	

Fire Giant

Unidentified Name: Humanoid

Level	12	Special Abilities: Resistant to fire
AC	-1	
HP	2D10+40	Notes: Intelligent. Speaks Giant.
Agility	2D6+6	
Vitality	17	Description: A physically imposing giant with red skin evocative of blazing fire. True to its name, it is very resilient towards fire and fire-based magic is unlikely to affect it much.
No. of Attacks	2	
Damage	3D10	
Movement	1	
Magic	None	
Evasion	9 (18 vs. fire spells)	
Morale	95	
Experience	400	
Dispel Chance	25%	

Frost Giant

Unidentified Name: Humanoid

Level	12	Special Abilities: Call Blizzard (same effect as breath attack), Breath attack x2, Spell Resistance 95%
AC	0	
HP	3D10+50	Notes: Intelligent. Speaks Giant.
Agility	1D6+8	
Vitality	18	Description: A giant with icy white skin. It is very physically strong and has the ability to conjure a snowstorm around its victims. This blizzard is treated the same as a breath attack but affects a 3x3 space (of which at least one space must be directly adjacent to the giant). Damage from the blizzard is 3d10 to each person caught within.
No. of Attacks	2	
Damage	3D10	
Movement	1	
Magic	None	
Evasion	13	
Morale	95	
Experience	1200	
Dispel Chance	N/A	

Poison Giant

Unidentified Name: Humanoid

Level	12	Special Abilities: Exhale Poison (treated as a breath attack), Breath Attack x2, Spell Resistance 95%
AC	3	
HP	4D10+50	Notes: Intelligent. Speaks Giant.
Agility	1D4+10	
Vitality	17	Description: A giant whose body teems with poison, giving it purple skin. The poison giant can breathe out a noxious smog of poison over a 2x2 space which seeps into the skin of those affected.
No. of Attacks	1	
Damage	4D10	
Movement	1	
Magic	None	
Evasion	13	
Morale	95	
Experience	2000	
Dispel Chance	N/A	

Murphy's Ghost

Unidentified Name: Unseen Entity

Level	12	Special Abilities: Regenerate 10HP
AC	-3	
HP	2D20+50	Notes: Undead
Agility	1D8+5	
Vitality	13	Description: A rather unimpressive-looking figure clad in dishevelled clothes said to be the ghost of a university student, but whose true origins remain a mystery. Some say he was an old school-mate of Overlord Trebor.
No. of Attacks	1	
Damage	1D3	
Movement	1	
Magic	None	
Evasion	18	
Morale	100	
Experience	700	
Dispel Chance	5%	

Lesser Demon

Unidentified Name: Demon

Level	12	Special Abilities: Spell Resistance 60%
AC	-3	
HP	3D8+30	Notes: Demon. Highly intelligent. Calls for help.
Agility	2D6+6	
Vitality	14	Description: Though a 'lesser' demon it may be, it still commands a fearsome power. If it asks you if you have some kind of wish or desire, it's best not to answer. It plans to take advantage of the greed of the weak-willed adventurers and drag them off to hell.
No. of Attacks	3	
Damage	2D20	
Movement	1	
Magic	M3	
Evasion	15	
Morale	95	
Experience	1000	
Dispel Chance	N/A	

Greater Demon

Unidentified Name: Demon

Level	13	Special Abilities: Poison Attack, Paralyse Attack, Spell Resistance 95%
AC	-3	
HP	3D20+40	Notes: Demon. Extremely intelligent. Calls for help.
Agility	2D6+6	
Vitality	14	Description: A great demon come from hell itself. Finds no greater pleasure in life than the pursuit of evil for its own sake and presents a very powerful threat few can overcome.
No. of Attacks	3	
Damage	3D10	
Movement	1	
Magic	M5	
Evasion	16	
Morale	95	
Experience	1500	
Dispel Chance	N/A	

Fire Dragon

Unidentified Name: Dragon

Level	15	Special Abilities: Flame Breath (3x2) x4
AC	-1	
HP	3D10+50	Notes: Dragon *can't cast DALTO/MADALTO
Agility	3D4+6	
Vitality	15	Description: the mighty red dragon feared and renowned for the destructive power of its fiery breath and command of magic. The dragons are supposed to be a proud and intelligent race of noble beings which some believe are older than the earth itself. Dragons finding themselves degraded to a life of attacking adventurers in dungeons may well be under the control of some evil force. In any case, if you are actually able to defeat one of these fearsome creatures you should make sure everyone knows it by appending 'dragon slayer' to your name.
No. of Attacks	3	
Damage	3D8	
Movement	1	
Magic	M5 *	
Evasion	12	
Morale	95	
Experience	1000	
Dispel Chance	N/A	

Flack

Unidentified Name: Strange Animal

Level	15	Special Abilities: Breath attack, Poison Attack, Paralyse Attack, Petrify Attack, Critical
AC	-3	
HP	1D100+100	Notes: Mysterious entity. Evil.
Agility	3D6	
Vitality	16	Description: A creature whose true form remains unknown, despite rampant speculation. Adventurers who have met this creature have been little help in solving the mystery as none say anything except how frightening it was.
No. of Attacks	2	
Damage	3D20	
Movement	2	
Magic	None	
Evasion	15	
Morale	95	
Experience	2000	
Dispel Chance	N/A	

Vampire Lord

Unidentified Name: Weird Humanoid

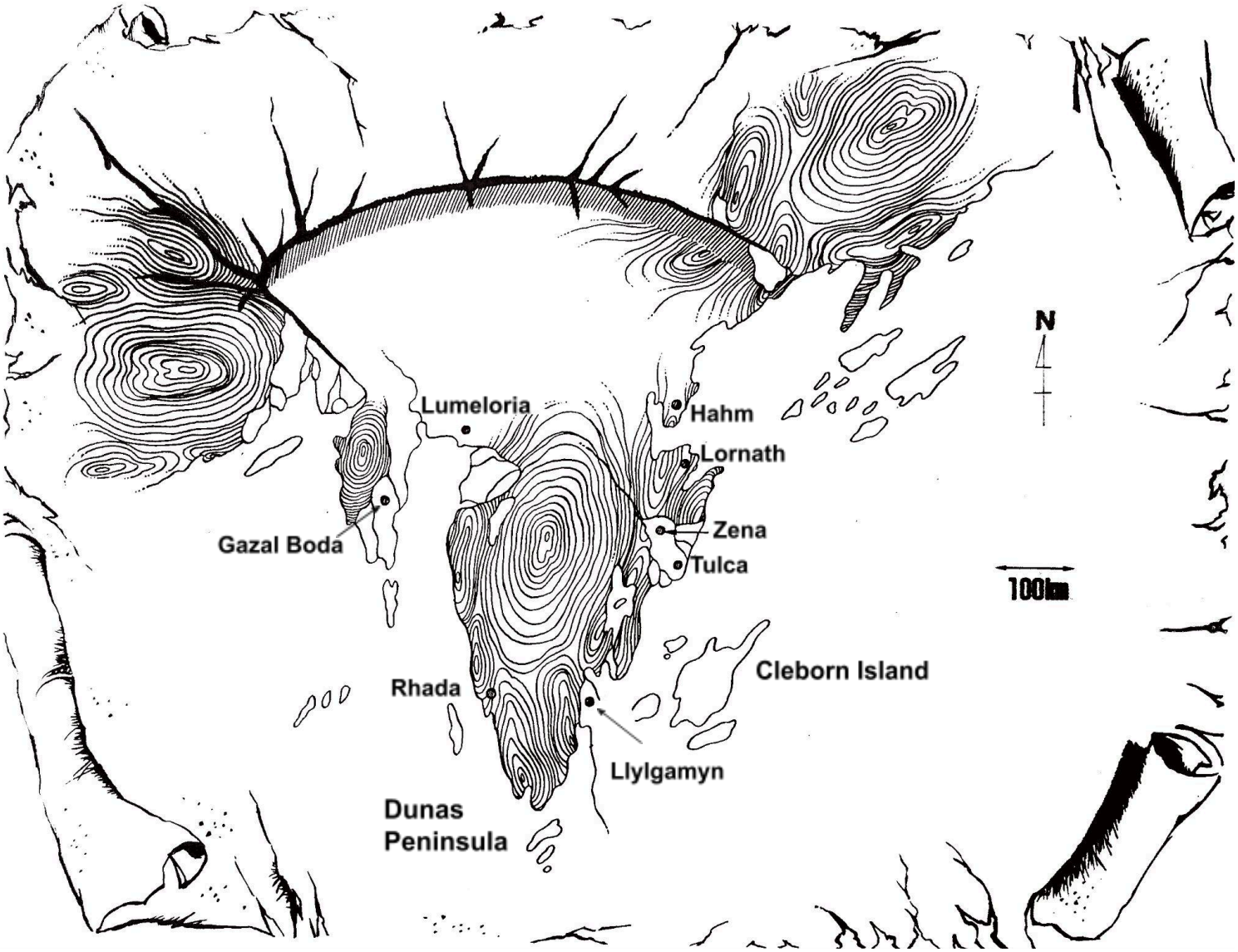
Level	20	Special Abilities: Energy Drain (2), Gaze
AC	-5	
HP	3D20+60	Notes: Undead
Agility	1D6+10	
Vitality	13	Description: A superior class of vampire, the well known Count Dracula being such an example of one of these so-called vampire lords. A character who fails a luck x3 check when stared at by the vampire becomes paralysed as they are mesmerised by its gaze. They share the same weaknesses as regular vampires.
No. of Attacks	1	
Damage	1D4	
Movement	1	
Magic	M6	
Evasion	13	
Morale	100	
Experience	3000	
Dispel Chance	10%	

Maelific

Unidentified Name: Unknown Being

Level	25	Special Abilities: Energy Drain (2), Poison Attack, Paralysis Attack, Regenerate D20 HP
AC	-5	
HP	4D100	Notes: Mysterious entity. Evil.
Agility	3D6+3	
Vitality	18	Description: A blasphemous god from another plane of existence known as a Maelific. It has the level of power one would expect from a god. Catch it in a bad mood and be ready to face utter annihilation. Don't waste your time asking how much EXP it gives.
No. of Attacks	2	
Damage	1D100	
Movement	2, Flying	
Magic	M7P7	
Evasion	18	
Morale	100	
Experience	Unknown	
Dispel Chance	5%	

Complete Map of Ethelnaat



7.0 The World of Wizardry

It's of crucial importance in an RPG to detail what kind of world it is exactly in which the PCs live. In this chapter, the basic details of the setting of Wizardry will be outlined. More specific details should be thought-up as needed by the game master.

7.1 Ethelnaat and Its History

The setting of Wizardry is a land named Ethelnaat and when people speak of 'the world', they are speaking of Ethelnaat. Of course, the land of Ethelnaat doesn't literally encompass the whole world and there are further lands outside of Ethelnaat but seeing them would require a very sizable amount of accumulated experience points…

In ancient times, the world was governed by a great human empire. This empire had access to highly advanced magic and technology which it used to connect the world through a network of teleportation circles and the people of the world enjoyed an era of peace and prosperity. Those who built this great empire, however, sired a new generation defined by their lassitude and lack of drive in a paradisiacal world and a twilight set across the empire set now on the slow path into ruin. As the human empire's power waned, the elves and dwarves who had been driven north by the expansionist humans began to grow in strength.

The humans could do little else but cling to the ruins of their fallen empire as the world saw the dwarves of the mountains and the elves of the forest each grow and expand their own influences. During this time, a powerful military nation was born on an island far to the east. The people of this nation had little knowledge of magic or technology, but they were unrivalled on the battlefield. Eventually, Hinomoto, as this nation was called, crossed the channel and attacked the country of the elves. The elves and the dwarves joined forces and with their combined power finally repelled the invaders. Following this conflict, the humans declared that the era of dwarvish and elvish expansionism was over. Having taken in the remnants of the Hinomoto invaders, humans once again began to make their return to power.

It started with a second invasion of the elven kingdom by an army of ninja who had surreptitiously made their way to the mainland and allied with the humans there. Before long, the humans gained the upper hand in the war, leading the elves and dwarves to take desperate measures. The elves and dwarves worked together to excavate ruins of the ancient human empire and managed to retrieve the Sword of the End and made up their minds to use it. On Cleborn Island, thousands of high-ranking bishops sacrificed their lives to awaken the ancient magical power of the blade. When the Sword of the End came down, a third of the landmass of Ethelnaat was totally obliterated and the great storms which raged for over one hundred days following wiped all remnants of civilisation from the land.

What few people remained headed south and began to rebuild their lost civilisation. Elves and dwarves lent their aid to the humans and together a new kingdom was founded built on the principles of peace. 500 years passed, and several independent sovereign cities have grown to prosperity within the south of Ethelnaat. Civilisation has returned to feudal level, but the power of magic continues to decline. The racial wars of the past are now a distant memory, but new conflict looms in the form of a battle for power between the various cities in the region. Outside of the great cities, civilisation is confined to a few isolated villages and hamlets. The vast majority of the world is home only to wilderness prowled by monsters.

7.2 The City of Llylgamyn

The largest city in Ethelnaat is the city state of Llylgamyn, ruled by Lord Trebor. Llylgamyn sits at the foot of the Colchia mountain range which divides the east and west of the Dunas Peninsula. Llylgamyn has the biggest mining industry in the area (boasting access to several gold mines) and is also situated in the middle of an important trade route connecting the south with the east meaning that it has an overwhelming economic advantage within the region. Lord Terbor has been using that economic strength as the basis for attempted invasions of other cities to the north, such as Zena, Tulca and Lornath, but little has come of it and there is no sign of a crumbling in the relations those nations have towards one another in the face of Llylgamyn incursion. Trebor has thus decided to look westward and is planning to make a move on Rhada in an attack crossing the great mountain range. This will be a task not just for soldiers, but one which will require the use of powerful magic as well.

7.3 Places in the City

The city is both the place where the player characters live and prepare for their adventures. All cities will have places along the lines of the following:

A. Palace
   Royalty live here and it is the place where PCs will be required to come should they have some kind of business with one. The palace is packed with hardened soldiers and guards and things are unlikely to go favourably for the PCs if they elect to start a fight here. Except in grave or important circumstances, PCs will generally not be allowed into the palace and if they are allowed in they will almost certainly not meet with members of the royal family face to face.

B. Inn
   An adventurer's "home", as it were.. A place to eat and get some sleep. The inn is a safe place to sleep, meaning that PCs who rest here will have the opportunity to fully recover their HP and spell uses as well as be able to level up. Food for the day costs 5GP and a room for the night also costs 5GP. A PC who eats properly then goes to sleep will recover all HP and spell uses. Conversely, going without food means that you take a tenth of your maximum HP in damage rounded up (meaning you will die of starvation if you go without food for ten consecutive days) and are unable to sleep well due to hunger. You are free to sleep for free in the stables, but doing so will not allow you to recover HP or spell uses. If you are so inclined, there are more luxurious rooms with a price higher than 5GP but resting there provides no additional benefit beyond the chance for ostentation.

C. Tavern
   Gilgamesh's Tavern in Llylgamyn would be one such famous example of the myriad of taverns out there. It's a place to get information, foremost, whether it be basic advice from the barman or rumours from other patrons. It's also a good place to hire mercenaries for a job or perhaps get hired for a job yourself. It doesn't cost anything to go to the tavern as long as you don't get anything to drink, but spreading some money and alcohol is more likely to get you good information. Beer is 1GP, 3GP for liquor and at least 5GP for something of a higher quality. The average wage for a mercenary is their level x 30 in GP per day, but it's not a popular line of work.

D. Shops

In Llylgamyn, Boltac's Trading Post would be the first thing that comes to mind. Any kind of basic items can be obtained here. Discounts are not common. Items can be sold here at one-tenth of the market value. Services to identify magical items and remove cursed items are also offered here (at the standard price).

E. Guilds

Each of the different classes have a guild dedicated to protecting their interests.

Fighter's Guild

Though many fighter's guilds are officially registered, few actually do anything beyond the clerical work of getting jobs for their members.

Thieves Guild

Not an officially registered guild due to the nature of their work. Likely to be conducted in secret in some secluded underground room. Rumoured to be a place where members share information and techniques.

Mages Guild

All mages must be a member of this guild and are unable to learn new spells without joining. Membership costs 1000GP but characters who start the game as mages are assumed to already be paid members. The guild will create magic items at the appropriate price.

Priests Guild

All priests are members of this guild and those who aren't are unable to learn new spells. Joining this guild costs 1000GP but newly created priests start as paid members. The guild in Llylgamyn is called the Temple of Cant.

The guild will bring a dead character back to life for the price of the character in question's level x 250 GP. The magic used by the guild is more powerful even than KADORTO so resurrected characters suffer no loss of vitality score in the event of a successful revival, but the chance of success remains the same as KADORTO. In the event of a failure, your money will not be returned. For a character who has been reduced to ash, the price is 500 GP per level with failure meaning the character will be irrevocably lost (but not that your money will be refunded). Regardless of the recipient character's level, they will cast DIALKO to heal paralysis for 100GP, heal petrification for 500GP and cast MADI for 1000GP. For 50GP they will also cast a spell like MAPORFIC or LOMILWA.

Bishops Guild

Characters becoming bishops must register here for a price of 2000GP or be unable to learn new spells or identify items.

The bishops guild will, for a fee, identify items. Breaking curses also requires the aid of a powerful bishop.

Samurai Guild

Characters becoming samurai must join the guild at a cost of 2000GP or be unable to learn new spells, wield samurai-exclusive weapons and wear samurai-exclusive armour.

Lords Guild
Characters becoming lords must register here at a cost of 2000GP or be unable to learn new spells, use equipment exclusive to lords or learn the art of dispelling.

Ninjas Guild
A character becoming a ninja must register here at a cost of 3000GP or be unable to learn the ninja cant, how to inflict a killing blow to a foe's vital points or ninja special movement techniques.

All settlements in Ethelnaat will have a priests guild and a bishops guild. Other guilds are largely confined to large cities like Llylgamyn.

7.4 Dungeons

Ethelnaat is home to a great number of so-called dungeons or labyrinths. Some, like the Proving Grounds of the Mad Overlord are artificial and maintained but the vast majority are natural formations like caves. Dungeons are, by and large, frightening places prowled by hungry monsters.
Once you've used up all the pre-made scenarios (or if your players say they'd prefer to do a long-form campaign), the game master will have to start designing dungeons for the players. Of course, a story doesn't necessarily require the inclusion of a dungeon, but dungeon-based adventures are easier from a game design and management perspective. For a beginner game master in particular, it would be best to try to design a few dungeon scenarios before attempting to move on to a campaign.

What follows is a simple guide to making a dungeon.

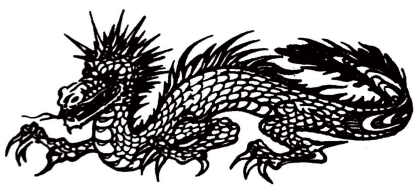
1. The first thing is to establish the location of the dungeon. It should probably be a place within a day's travel from where the PCs live or else they'll have to make camp in the wilderness. Even uncultivated areas relatively close to settlements are dangerous in Ethelnaat. If the PCs are travelling to a location far from the city they should expect to have several combat encounters along the way.
   Rules for combat in the wilderness can be found in chapter 8. If that sounds like a hassle to you then you ought to just leave out the travelling and skip forward to when they arrive at the dungeon. That being said, finding the hidden entrance to a dungeon could make for an interesting adventure in itself and it's important to pay some respect to realism when conducting the game. In Ethelnaat, no magic exists which can teleport the user across great distances (with a possible and dubious exception of LOKTOFEIT).
2. Making a dungeon is all well and good, but nothing will come of it until the PCs actually go there. There has to be some incentive for the PCs to go to the dungeon, whether it be promise of a powerful item or just to rescue a kidnapped damsel in distress. Of course, it needn't be the case that said item or damsel is really in the dungeon, but in the case of a scenario the players need something to give them a sense of reward and accomplishment at the end. For a campaign, having the end of one dungeon having something which points the PCs in the direction of the next dungeon can be an easy way to keep things moving.
3. Next is plotting the map of the dungeon. There's no need to try to make a sprawling, multi-floor labyrinth; for your first time a dungeon with one floor, two maximum, will be more than enough. The size of one floor should be 5x5 squares on graph paper where each square represents 5 metres. If you make it bigger than that, you should

make the average size of the room pretty big as well. If you're aiming to finish the scenario in one sitting (perhaps about two or three hours of gameplay), there should be about ten combat encounters. Give the dungeon too many rooms and it'll take more than one session to clear it, assuming each potentially contains monsters. Remember that this isn't a computer game. The players will get bored fighting the same types of monsters again and again. Making the dungeon to a scale of 5m per square on the graph paper confers other conveniences too: 5 metres is the distance the party moves each turn and the 3x3 space the monsters occupy on the combat grid also fit neatly into the size represented by a single 5 metre space (the rules are that the entire 3x5 combat grid is an abstraction of the entire room in which combat takes place, but once everyone gets used to the game it's fine to change the size or shape of the combat grid).

The biggest challenges of the dungeon, whether it be the strongest monster, the most dangerous trap or the most complex puzzle, should be positioned so as to be the final challenge before the PCs reach their goal. Combat is at the core of the game, so a gruelling showdown with an especially strong (or perhaps rare) monster guarding the final room is most likely to create a positive and memorable experience for the players. Also, if you fill the dungeon with too many branching paths and dead ends, the PCs are going to get lost unless you give them some pretty clear hints as to where to go. Players don't give things in the game as much thought as you might believe them to. Generally they just enjoy pushing forward without thinking about things too hard. For every ten clues you give them, expect only two or three to be interpreted correctly on a good day. For the same reason, if you give them a difficult puzzle you have to keep in mind the possibility that they won't be able to solve it. It's best to keep puzzles simple (until they get into the swing of things, at least).

4. With the dungeon plotted out, it's time to choose the location of monsters and treasure. Not every room has to contain a monster and not every monster has to produce treasure when defeated (do you think a slime has carries many valuables on its person?). Generally, unintelligent monsters probably won't have any valuables on them (of course, it's possible mindless monsters have been specifically placed to guard some kind of treasure by someone else). When it comes to items, the key is to be conservative in their distribution and think about the longevity of the game. If you are too lenient in giving out powerful items then it'll pretty soon start to feel that the items are doing the fighting and not the characters (one can't help but think about a certain item that could cast TILTOWAIT from Wizardry II). If you give out a powerful item, attach some kind of limit on how many times or how often it can be used or else give it some kind of downside (perhaps the TILTOWAIT doesn't discriminate between friend and foe or else each use of the item ages the wielder by one year). Of course, if it's just a one off scenario with no continuation then you can give items out more freely without fear of any long-term consequences.

   Keep in mind that in Ethelnaat, even a +1 item is something exceedingly rare. Something as powerful as the Muramasa Blade should have a scenario based around locating it specifically or else be something that only appears at the very end of a campaign's story.
5. You've got the dungeon ready. Now you just have to get the players!



8. Open Field Adventure

All of the rules which have been introduced so far have concerned actions and movement within dungeons. As previously discussed, dungeons provide an easy way of designing and playing the game and a beginner GM should definitely make heavy use of them until they become more familiar with the game.
There is though, it must be said, more to the RPG experience than just 'going into dungeons, fighting monsters and getting treasure.' You might instead find yourself embarking on a quest to far and strange lands to find a certain individual, guarding trade caravans or getting embroiled in a battle of wits with an unscrupulous shopkeeper in the city marketplace.
These sorts of things which transpire outside of dungeons are termed 'Open Field Adventure' (and as opposed to the 'confined to an underground labyrinth' variety). The problem for adventure of this sort, however, is what to do when combat occurs. In chapter three we learned about the 3x5 combat grid on which combat takes place. The grid is designed as an abstraction of a small room or else part of a narrow corridor that we find within a dungeon and so isn't a good reflection of what combat would look like on an open field. Furthermore, an open field by nature has no walls for ninjas to climb on and is at odds with the spells from chapter four which were designed with the context of dungeon combat in mind, so in some ways it may feel like open field combat is at odds with the very mechanics of the game. Nevertheless, there will be the game master who wants a change of pace from subterranean skirmishes and it is for him that this chapter has been devised.

8.0 Expanding the Combat Grid

Because there are no walls in the great outdoors, the rule that confines movement to within the boundaries of the 3x5 combat grid feels a bit unnatural and so needs to be adjusted.
For combat in an open field adventure, the combat grid should be considered to have no perimeter or area 'outside the grid'. If a character moves to the outer edge of the visible area of the grid then the size of the grid should be expanded to accommodate further movement. The game master should prepare a large sheet of graph paper and plot the positions of the characters and monsters according to the situation. If anyone tries to move outside of the area of the grid then get another sheet of graph paper and put them together to create a larger space. Depending on the nature of the terrain, there may be things like walls, rivers or chasms which characters will be unable to traverse. Those kinds of obstacles should be represented on the combat grid, either by filling in those squares with black pen or else putting some kind of object on the grid as a visual representation of their location so players know clearly where they can and can't go. There are a great number of possible features the terrain could have and the game master will have to think each time about how those could be represented mechanically. The following is a list of some examples which easily come to mind when considering what sort of things could affect outdoor combat and some suggested mechanical effects.
Darkness: Affects characters at night with no light source at hand. Accuracy of attacks is reduced by 30%. Monsters can all see in the dark and so are unaffected.
Sand: A character entering a space filled with this kind of loose sand must succeed on an agility x5 check or else lose their footing, fall over and be unable to perform any other action that round. On the following round, they may attempt another agility x5 check to stand up and regain their footing.

Mud: This space has a deep mud of the kind where it's hard to get your foot out once it sinks in. Characters entering this space must succeed on a strength x5 check or find themselves stuck and unable to take a movement action. Attacks they make suffer a -20% accuracy penalty.
Cliff edge: Characters who find themselves about to fall off the cliff may attempt an agility x3 check to leap to an adjacent space. Failure means they fall off the cliff and take 2 points of damage for each metre they fall.
Thicket: Characters moving into this space get tangled in vines and branches. The effects are the same as for mud.
Water: If it's up to your knees then the distance you are able to move is reduced by one. For most characters, this will mean that they cannot move and attack in the same round.
If it's up to your waist then your attacks suffer a -30% penalty to accuracy and you need to succeed on an agility x4 check to move with failure meaning that you are swept off your feet.
If it's up to your neck then it's impossible to attack. Magic may still be cast. You must succeed on an agility x2 check in order to move with failure meaning you are knocked over and may start drowning.
If you are knocked over in the water you must succeed on a luck x3 check in order to regain your footing and stand up. Failure means you are drowning and take 4d6 damage, being able to try again on the next round.
Swimming can be performed with an agility x5 check with failure meaning you start to drown.
Jumping: Sometimes it will be necessary to leap over things like a crevasse in the ground. Agility will be used to determine success and the difficulty will be based on the distance (a 2m jump should be agility x5 and a 3m jump should be agility x3. Jumping more than 5m is generally impossible) Failure may mean that the character falls into the hole or you could give them the chance to grab onto the edge with an agility check (x3 ~ x5). If they manage to cling on to the edge, they should be able to climb back up with a x4 or x5 strength check.

Consider the preceding to be guidelines. Difficulty can be adjusted as the GM deems appropriate.
Additionally, if things are taking place in an extremely large area then characters may have their movement range adjusted for expediency as follows.
Agility 15~17 : +1 movement
Agility 18 : +2 movement

8.1 Combat Actions

Actions a character can take in combat during an open field adventure are generally the same as in regular combat.
・The order in which characters act is determined by their agility scores but characters may freely delay their actions. A character may, for example, wait until an ally casts MADI on them before electing to attack a monster.
・Characters act more slowly when they cast spells. When you cast a spell, your agility score for the purpose of determining your order in combat is reduced by the level of the spell.
・For ranged weapons, consider each 5 meters of the weapon's range to equate to three squares on the grid. An attack may not be made against an enemy farther away than the range of the weapon. Accuracy should be reduced or else an attack should be ruled as impossible to make if the intended target has some kind of obstacle between them and the attacker like a rock or a tree.

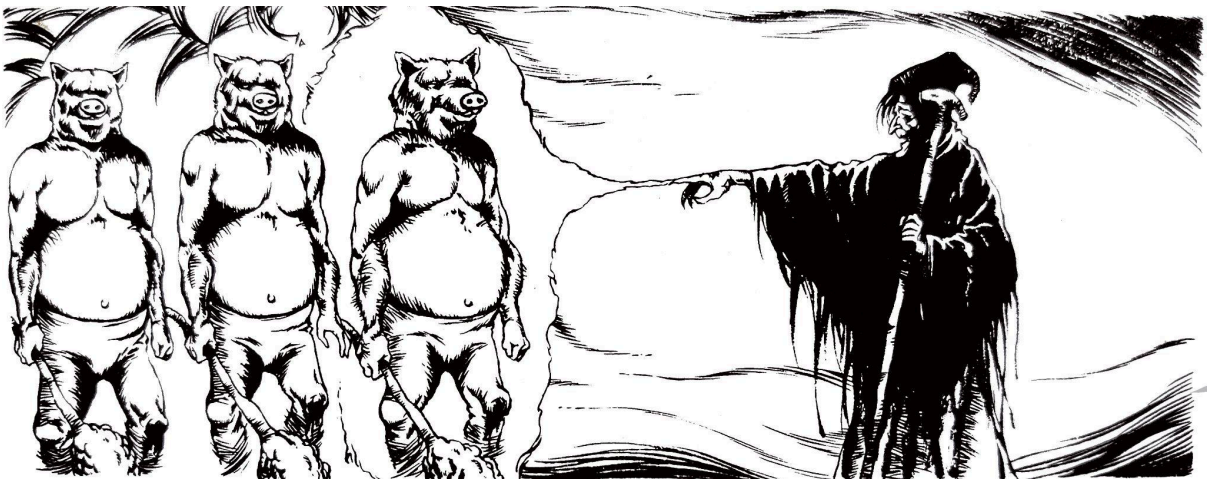
・Magic must be cast so that the effects occur within a range of 20 squares from the caster. In the case of a magic with a large area of effect, all squares affected by the spell must fall within the 20 square distance from the caster. When calculating twenty squares from the caster, it doesn't matter if the squares are separated from the character vertically, horizontally, diagonally or any combination thereof.
・Dispel affects all undead of one type within 10 squares of the caster.
・Hiding and ninja special movement requires some kind of object (like a wall or a tree) to perform.
・The party may flee from combat (no check needed) if the nearest monster is separated from the party by a distance of at least twenty squares.

8.2 Open Field Movement

It often takes hours (or perhaps days) to reach a dungeon after having departed a town or city and the movement rules for dungeon travel (five metres per minute) are obviously unsuitable for long distance travel of this type. Movement across an open field, then, requires the use of a new type of movement which is the 'full turn', representing one hour of travel time. The distance travelled in the one hour of the full turn depends on the terrain. 1 kilometre in the case of treacherous terrain like a mountain pass, but 4 kilometres in the case of easily traverseable plains and such. Each full turn should come with a check to see whether the party encounters a group of wandering monsters ('wandering monsters' being essentially a 'random' encounter that the party may or may not have depending on the dice result as opposed to a monster in a set location which the party will definitely encounter referred to as a 'planned encounter') though depending on the type of land being traversed, a check every 2~6 turns may be more appropriate.
Travel becomes faster when using horses, but note that horses may not move across mountainous terrain.

8.3 Open Field Spellcasting

Combat in an open field adventure progresses in a turn order determined by agility but the use of spell decreases the agility of the caster by the level of the spell. If a 14 agility mage were to use TILTOWAIT in combat in an open field adventure, it would be cast as the 7 agility fighter was taking his turn. This rule gives an extra level of strategy and excitement to spellcasting in combat.



Additional Spells

The following are some extra spells which are suited to use in open field adventures.

Mage Spells

Level 2

DUMAS

Type: Universal	Range: Self
Resist: None	Learn Chance: 30%

The world has a great number of different languages and no one character is going to be able to learn them all. By casting DUMAS, a character becomes able to understand and make themselves understood by speakers of any language, even the languages used by monsters for a duration of ten minutes. This does not allow the caster to read written communication in an unknown language.

TANZIS

Type: Non-combat	Range: Special
Resist: None	Learn Chance: 40%

A spell which magically locks doors for a duration of days equal to the caster's level. The magical lock disappears if the caster, or another mage of a higher level, casts TANZIS again. A magically locked door cannot be opened by mundane means.

LEFIC

Type: Universal	Range: 1 square
Resist: None	Learn Chance: 40%

A spell which conjures a 2m high pillar of flame. As long as one doesn't touch the pillar there are no adverse effects but anyone passing through the space it occupies takes 5D6 damage (no resist check is made). The pillar disappears after five minutes have passed or faster if the caster wills it. The damage does not increase if two flame pillars are placed in the same square.

Level 4

MALEFIC

Type: Universal	Range: 3 squares
Resist: None	Learn Chance: 40%

A more powerful version of LAEFIC. The pillars of fire appear in three squares which must be next to each other but needn't be in a straight line. The spell is otherwise the same as LAEFIC except the damage is 8D10.

HANILIETO

Type: Universal	Range: Self
Resist: None	Learn Chance: 30%

This spell frees the caster from the shackles of gravity and allows them to levitate into the air. They may move directly upwards or downwards at the speed of 1m per second for a duration of five minutes. If used in combat, the levitating caster cannot be attacked except with magic or ranged weapons (and by flying creatures, of course).

Level 6

HANILIKITO

Type: Non-combat	Range: 1 target
Resist: None	Learn Chance: 30%

Allows the caster to fly through the air at a speed of 5m (3 squares) per second. Lasts for fifteen minutes of in-game time. Unfortunately, the affected character may not attack or cast spells or participate in combat while flying.

MALEFIC

Type: Universal	Range: 5 squares
Resist: None	Learn Chance: 40%

The most powerful spell of the LEFIC tree. Creates five linked pillars that deal 10D6 damage. The spell is otherwise the same as LEFIC.

Level 2

ELIEMOS

Type: Universal	Range: 1 target
Resist: None	Learn Chance: 40%

By staring into someone's eyes and casting ELIEMOS, you are able to know their alignment. It is considered rather discourteous to cast this spell on people in public.

Level 7

RESETUTO

Type: Combat	Range: 6 targets
Resist: None	Learn Chance: 5%

When this spell is cast in combat, time is reversed to just before the battle began. Those involved in the battle are also moved to the locations they were in before the combat took place. The caster of the spell then loses one level. At the time the spell is cast, if any one of the party affected by the spell does not want to be sent back in time by the spell then it produces no effect.

MADIS

Type: Non-combat	Range: 1 target
Resist: None	Learn Chance: 10%

This spell restores the levels drained by an undead's energy drain provided it is cast within five minutes of the levels being lost. Although the target returns to their previous level, their EXP is not restored in full and remains at the minimum value required to attain the level to which they were restored. This spell does not restore levels lost by other means such as by casting HAMAN or RESETUTO.

9. The Role of the Game Master

In this chapter we will look at how to manage the game and make it exciting for the players. The advice in this chapter is just as much for people with some experience in being the GM as it is for beginners so please look to it for advice in running your game.

9.0 Characters

The people who inhabit the world are one of the most important aspects of a role playing game and should be a primary point of concern for the game master.
Let's give consideration to the PCs (player characters) first. The first thing the GM should do after the players have made their character sheets is to write down the statistical scores of each character. This is important because you will have to use those scores to make various checks for the PCs without the knowledge of the players. If you keep asking the players what their character's intelligence scores (used for finding hidden objects or noticing hidden things) are before rolling the dice then the players will know something is there even if their characters don't find anything.
The game can begin for real once the players have made their characters and bought their starting items. "On the outskirts of your home city of Llylgamyn there is a great labyrinth known as the 'Proving Grounds of the Mad Overlord'. It serves as both a place for would-be military captains to be tested on their leadership and also as a place for those who aspire to the life of adventuring to get a taste of what lies in store for them. A variety of monsters stalk the halls of the labyrinth, but so too are there treasures and magical items to be found. Rumour has it that the labyrinth extends deep underground and the deeper one goes, the more powerful the monsters become and the more valuable the riches. Anyone is free to enter the Proving Grounds and Llylgamyn has seen a great deal of prosperity thanks to the number of travellers coming from far and wide to challenge the labyrinth whose money and valuables find their way into the town's economy and supporting the upkeep of the deadly dungeon one way or another."
The first thing you have to do as the GM is to set the scene for the players, explain their situation and guide them towards where they want to go. It's all well and good for the GM to invest a great deal of time and effort into creating a dungeon for the players to challenge, but unless the GM can give the players incentive to go to the dungeon then nothing will happen. Of course, the opposite is also to be avoided. While it is in the power of the GM to force the player characters to go wherever they like, this will create a dissatisfying and unnatural feeling for the players. The RPG is about acting out the life of a character in a fantasy world and that necessarily requires freedom of choice for the players. The GM has to create a situation wherein the player characters will want to go to the dungeon.
It may seem complex based on what you've just read, but it's actually quite simple. PCs are generally driven by the pursuit of fame, fortune or else by curiosity and so you have different angles from which you can appeal to them. If the PCs hear rumours about a dungeon containing a powerful magic item they'll naturally be inclined to go there and will probably set off immediately if they then get a request to rescue a young bride-to-be who was kidnapped and taken there.
Let's imagine the scenario, though, that the players aren't doing what you want them to. The first thing you should consider is the 'why' and there are a few possible causes that immediately come to mind:

1. The players don't know what they're supposed to do.
2. The players are intentionally trying to derail the GM's plan for the game.
3. The players want to do something else.
4. The players are happy as they are and don't want to do anything else.

In the case of 1., the problem stems from your explanation to the players not being comprehensive enough. Try explaining the situation to them again. If the players still don't take action then it's time to start giving them some heavy hints ("you overhear some adventurers talking about their recent exploits and learn that…") and if necessary moving them along by force. "The story takes your interest and so you decide to go to the dungeon to see for yourself." There's also the method of creating a situation in which they'll have to do something: "Another day goes by and with another day's worth of food and accommodation needing to be paid for. You're beginning to wonder whether the money you have left will even take you to the end of the day. What will you do?" As you get more experience in being the GM, you'll find that you don't encounter these kinds of situations where players don't know what to do very often.
In the case of 2., the players should suffer some kind of penalty. Make them get into a fight with some extremely strong city guards or else face a heavy fine for breaking a law they didn't even know existed. Maybe they bump into someone while walking by mistake which causes a violent escalation. Of course, having to penalise the players isn't a fun way to play the game. RPGs are supposed to be about the players and the GM working together to create an enjoyable story. Players who are intentionally trying to cause trouble don't deserve to be in the game and if they persist even after having been warned you ought to just remove them from it.
In the case of 3. there's a few easy solutions. When the players try to go to a different place than the one you want them to go to, you could put an obstacle like a very powerful monster in their way that they won't be able to overcome in their present state. Another solution is to just move the dungeon you made to the new location the players want to go to and use it there instead (of course, you may need to make a new dungeon to replace the initial one the players elected not to go to).
4. might occur in the case that the players are just enjoying themselves drinking in the tavern, haggling with merchants and the like. The game can be considered a success if the players all enjoy themselves, so the best thing to do here is to just play along.

9.1 Managing the Game

The PCs enter the dungeon.

"The inside of the dungeon is faintly illuminated by a dim light. Having descended the stairs into the dungeon, you see corridors extending both in front of you and to your left. Proceeding to the left, you soon come to a door. A dank, humid air hangs around the vicinity of the door and you can very slightly hear the sound of a distant screaming."

The GM should clearly communicate to the players everything their characters can know and observe. The GM should also assist them in drawing the dungeon map to make sure that it is accurate to what their characters can see (the GM may draw everything visible to their characters for them if that's preferred). That said, it is not necessary to communicate information which isn't essential to playing the game. Although the dungeon entrance may have numerous clay boards enchanted with DUMAPIC, it would be superfluous to tell the

players the exact number of them (and in the case that a player insists on knowing an answer made up on the fly will suffice).
“You head to your left and within moments come to the door. Opening it, you find that three viscous, jelly-like monsters await on the other side. They spring forth to attack you.”

When describing the physical appearance of the monsters, the most basic explanation possible is sufficient. Many monsters have a vaguely similar appearance and not knowing what you’re fighting specifically is one of the exciting parts about Wizardry. If the party do not succeed in an INT x3 check or else cast LATUMAPIC then they do not know the true name of the monsters they are fighting. In such a case, they can only know the monster by a vague description of its appearance (use the ‘unidentified names’ in the monster section of the rulebook unless you feel confident in naming them yourself) and it’s quite possible that description would apply to a number of monsters. The previously mentioned ‘jelly-like monsters’, for example,might be Bubbly Slimes or they might be Creeping Cruds. It may be that the party erroneously come to suspect they are fighting Creeping Cruds and waste a valuable cast of MAHALITO on a bunch of lowly Bubbly Slimes.

“As you proceed down the corridor, you come across a party of dwarves coming from the opposite direction.”

Particularly in the case of an encounter with wandering monsters but generally speaking as well: intelligent monsters will not attack the party without rhyme or reason. The monsters do not want to die and so they will not attack if they don’t think there is a chance they can win (though they may have no choice if they have been specifically tasked with guarding something).

“The thief begins scouting.”

Generally speaking, the party should not be permitted to split into two groups due to the problems associated with managing two groups moving independently at the same time. If you give too much focus to one of the two groups the players in the other will be left bored and there’s also the issue of players from one group having access to the information learned by characters in the group they are not part of.
The scouting action is an exception to the above and for its duration the other PCs should just be waiting for the scouting character to return. For that reason, it’s best to try not to let the scouting character get too far from the rest of the party. Let the scouting character know they ought to try to be back with the party in around 5~10 turns (or else they or the rest of the party may have a run-in with some wandering monsters).
If the thief comes across some valuable information or an interesting item while scouting, this should be communicated privately to the thief’s player. A thief cannot be of good alignment, so it may be that they are inclined to pocket goodies like magic rings which they come across (thief players live for this sort of thing).

“The last of the enemy forces finally fall. You see a treasure chest on the far side of the room.”

You’re probably sick of hearing this by now, but it bears repeating that **you must be very conservative in handing out powerful magical items.** The balance of the game will be ruined otherwise.
Traps offer an interesting dynamic, especially in the case of traps which have the potential of damaging multiple characters if they go off. The safest approach is for all of the party except

for the thief to simply leave the room and leave the thief to it, but that means taking the risk that the thief will help themselves to some of the contents of the chest with nobody else being any the wiser. Incidentally, you are under no obligation to adhere strictly to rules when it comes to designing traps. Imagination is key to a fun RPG experience, so feel free to invent your own devices like a trap which causes the floor to fall away or for a monster to jump out of the treasure chest.

“Inside the chest are ten-thousand silver coins (0.1gp)”

If you prefer, it’s fine to ignore the carrying weight rules for the game in general play and only bring them in for unusual situations like the one above or when the party finds themselves having to carry dead bodies since, in order to exceed the maximum carrying weight in other circumstances, the party are going to have to be lugging around a very high number of items. Throwing a curveball with something like the above example every now and then ought to elicit some amusing reactions from the players.

“The MALOR spell sends the party over the edge of the cliff face. You all fall 1000 metres to your deaths.”

As much as possible, try to avoid situations in which the entire party is killed or a character is irrevocably destroyed. Although there are plenty of ways to come back to life in the game, nobody enjoys their character being killed. One can also understand the sentiment of a player who loses the motivation to continue playing after the character they worked so hard to create and build-up ends up utterly annihilated.
The object of the game is to have fun. Of course, fatalities are to be expected in the case of players who treat their characters with reckless abandon, but your general methodology as the GM should be to not make things overly easy for the players, but not to send them to the slaughter either.
If you do find yourself in a situation where the entire party has been killed, that doesn’t necessarily mean the story is over. All it really takes is the help of one high level mage to reverse the situation through some applications of KANTI to find the bodies and MALOR to get them out of the dungeon. The party might be able to take out such an insurance policy with such a wizard in advance (“come and look for us if we don’t come back within two days..”), though the price of such a service will obviously be more than just the money to get the party resurrected at the temple. It’s also possible that another adventuring party will find the bodies of the party. If they’re unscrupulous sorts, they might just bring back one member of the party, return them to life and then try to extort them for the safe return of the rest of the party (“we’ve hidden the bodies of your friends. If you want them back, here’s what you’ve got to do…”)

“The monsters have surprised you; It’s a party of six Greater Demons. Each of the demons casts MADALTO on the party. Everyone roll six intelligence checks please.”

The PCs obviously have no hope of survival in this situation. Let’s make things clear: if the GM wants to kill a party member it’s easily done. Even with just normal attacks, if a front line of three monsters all concentrate on just one member of the party then they’re going to die most likely. The party back row won’t be long in following them after a hole in the front line has been made. Of course, the monsters could expedite things by starting the battle with launching a unified volley of ranged attacks on the party’s backline mages or exclusively attacking characters who have been put to sleep.

As a general rule, the GM should consider monsters to be exceedingly poor tacticians. They attack the person in front of them and generally don't pay much heed to the mages in the back row and are strongly inclined to prioritise targets who still seem like a threat rather than characters who are sleeping or paralysed or otherwise out of the fight.
They might have to work for it, but with this style of play the PCs should be able to come out victorious in battles against monsters (unless the monster you've put them against is too strong for them, but that's a different issue).

Do not kill the PCs randomly (and keep track of how much gold they have and tally it against how much it would cost to revive them so you know how many you can die without them being unable to afford the resurrection costs), however it is important to kill characters who are asking to be killed. Thieves who go too far off from the rest of the group alone while scouting or characters who recklessly throw themselves at any enemy they see regardless of the other side's strength and number are really dicing with death and it's fine if the dice go in death's favour. If you as the GM keep trying to save PCs with no sense of self-preservation you'll find that they continue with more and more reckless behaviour. Teach them a lesson.

"Okay, let's call it there for today."

In the case of a long story or scenario, it's good to give thought as to when to stop the game until next time. Ideally, one session should consist of two or three hours of play and see the PCs achieve some kind of goal (it needn't be an ultimate goal, but they should have some kind of accomplishment they can take satisfaction in to show for their effort).

Please enjoy the world of Wizardry.

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A Word from the Translator (updated 1/24/26)

As a man with no prior experience in translating game books, no access to a scanner and with no desire to dissect his one copy of the Wizardry RPG book for the purpose of making scans even if he had one, I'm sure this translation doesn't adhere to the usual conventions of such projects. I have tried to make it the best I could with the tools at my disposal (one copy of the book, a Google account and a rudimentary grasp of GIMP). No machine translation has been used. I originally started translating this book just as something to play personally with friends but thought I would release it for the benefit of others as well.
Wizardry TTRPG came out in 1988 and is a project overseen by Hitoshi Yasuda, the founder/president of Group SNE and a very prominent figure in the Japanese fantasy/TTRPG scene both as a game designer and as a translator of English language fantasy games/books into Japanese. The base game included the rule book which you have just read, some short scenarios and a complete adaptation of Proving Grounds of the Mad Overlord. It later received an independently released campaign scenario (Trebor's campaign) as well as three additional supplements and finally a reprint of the original rulebook set in 2005 (with some extra inclusions from Trebor's campaign).
This translation is based on the 1988 book.

The core rule book and the scenario books both have some peculiarities here and there (such as inconsistencies with names). When the writer's intent has been obvious with minor things like using the wrong place name I have changed them. I have not made any attempts to imprint my own interpretation upon ambiguous rules so have translated with a mind to keep things badly worded in Japanese badly worded in English too.
That said, I would like to clarify some of those now so that you know they haven't been introduced to the text by a clumsy translator:

1. The writer didn't seem sure if Midori was a mage or a priest and she seems to jump back and forth between the two in the Wizardry Journals.
2. Reading 6.1, you will see that a randomly encountered enemy level 10 fighter can be expected to have 2AC before he even puts his armour on due to the -8 modifier and will have better AC than a Maelific once fully kitted out. This is unambiguously what the rules say.
3. The rules in 3.3 say that what I have termed 'shooting attacks' get their accuracy from agility, not strength, and allow a thief using them to double their critical rate. Note that this unambiguously only applies to bow and arrow variants (矢弓 is the term used in Japanese). This means that slings, throwing daggers and such do not receive any benefit from agility (as they would from dexterity in D&D) and are based, I presume, on strength since the description for strength increasing accuracy doesn't specify it applies only to melee weapons. Speaking of items, one presumes the Shuriken on the unique magic weapons list is a ranged weapon but this is not stated by the book.
4. In the Bride of the Black Crystal scenario, the story revolves around a full moon… but there seem to be two full moons happening separately less than a week apart (one when the werewolf attacks and one on the night of the vampire ritual). Make of that what you will.

With the two scenario books done, my next undertaking at time of writing shall be the Proving Grounds of the Mad Overlord scenario.
It's a long one, but I'll try to get it done as soon as I can. Stay tuned.

Akudoi Teapot